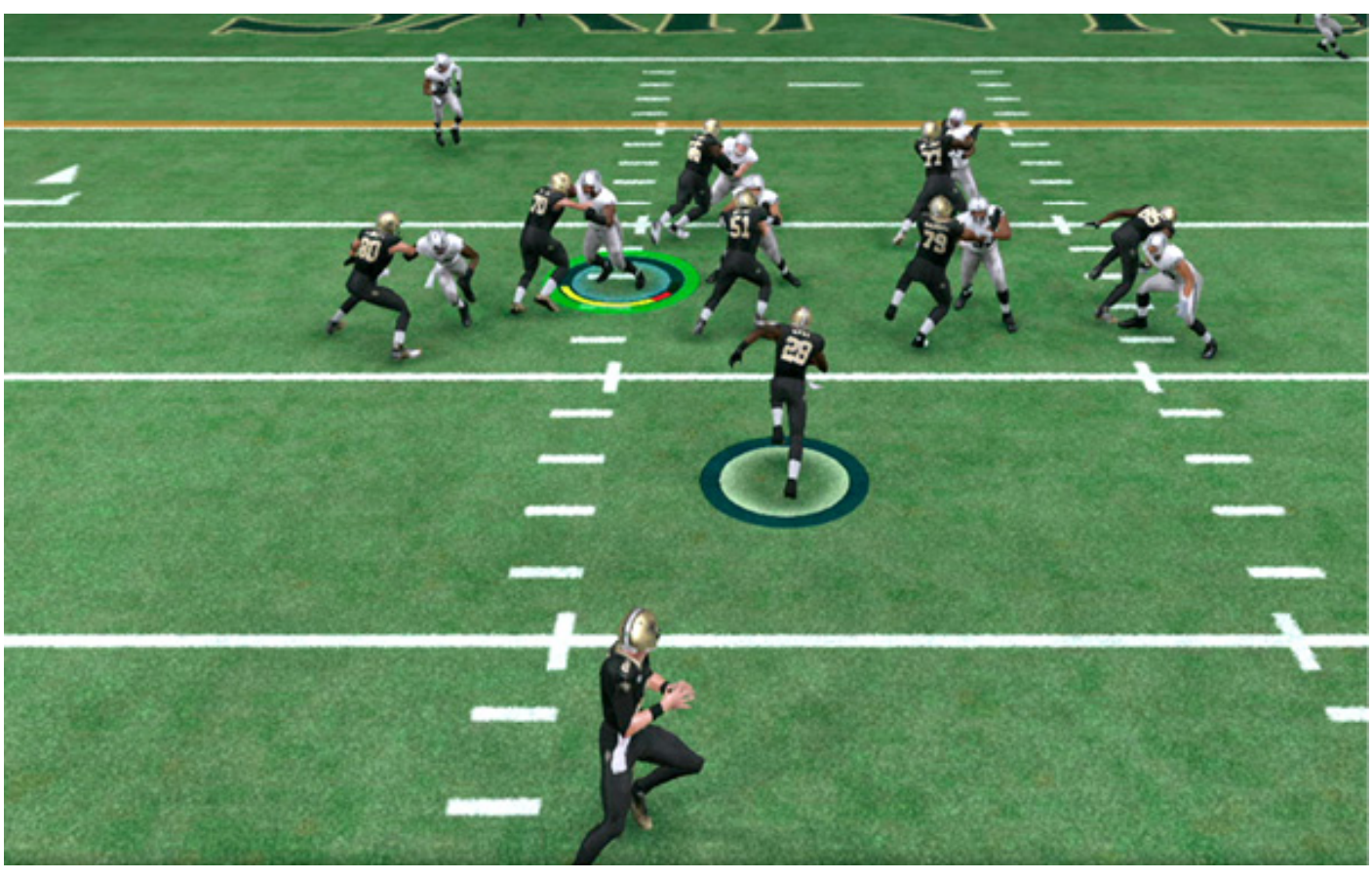
Top 5 Tips from Clint Oldenburg

Top 5 Tips for Gap Play With Clint Oldenburg

TIP 5

Commit: When you're sure about an opponent's playcall, don't be afraid to commit! Run Commit and Pass Commit were overhauled in '17 to offer more reward (and risk) to guessing the offensive play. If you're sure your opponent is running a stretch play to the right, run commit to the right and completely take it away. Just be careful to use these wisely, because if you're wrong, you'll most likely give up a big play.

TIP 4



Know Your Players: Play Recognition rating determines how well players fill their gaps. This determines the speed at which they find the correct gap, as well as how quickly they can break to it. The block shed rating is also very important for the down linemen and line-of-scrimmage defenders. If you want to take away the inside run without having to blitz, use a team like the Rams who have DLs with high block shed ratings.

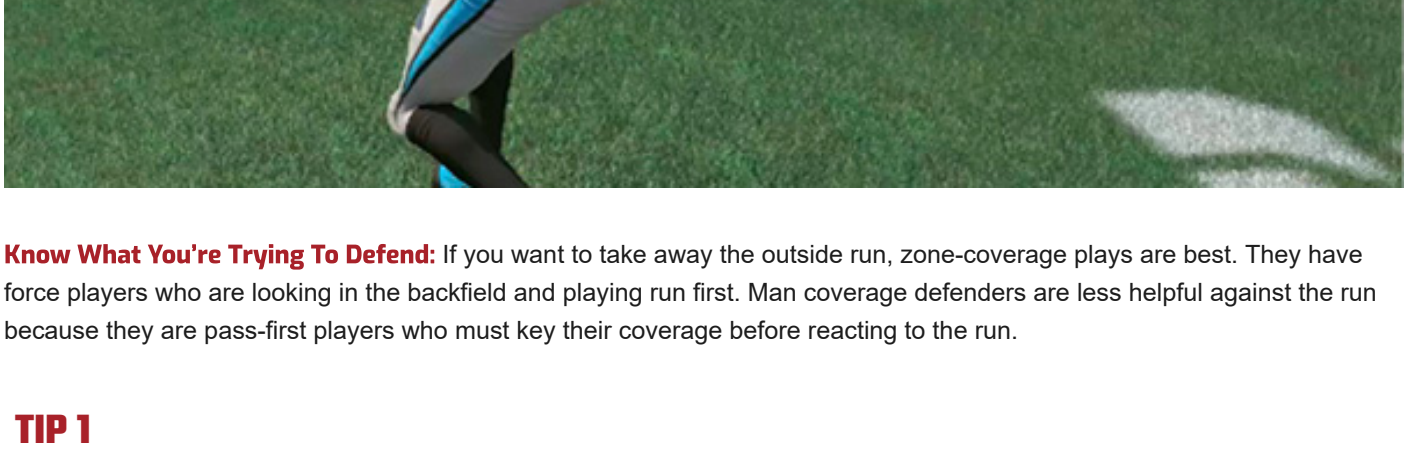
TIP 3

Alignment Is Critical: When defending inside run, make sure to have an adequate number of defenders inside the tackle box. If you're defending outside run, make sure defenders are in a position that gives them proper outside leverage on the blockers. Get familiar with your playbook so you know which plays are best to use when determining the runs you want to take away.

TIP 2

Know What You're Trying To Defend: If you want to take away the outside run, zone-coverage plays are best. They have force players who are looking in the backfield and playing run first. Man coverage defenders are less helpful against the run because they are pass-first players who must key their coverage before reacting to the run.

TIP 1



Know Your Playbook: Get familiar with the plays that have force and cutback players in advantageous positions to take away the concept you want to defend. Cover 3 has the force safety in the box and is a great call for running plays to the strong side, whereas Cover 2 has the CBs playing force and will most likely be blocked by the WRs. Understanding your playbook allows you to know exactly what to call once you've nailed down your opponent's tendencies.

Top 5 Tips from Clint Oldenburg

Top 5 Running Mechanics With Clint Oldenburg

TIP 5

Steerable Moves: For an advanced mechanic, use both modifiers (RT + LT/ R2 + L2) at the same time with a special move button and steer your special moves. This gives you the ultimate control over each move. Remember, though, that when using steerable moves, you won't get defender fakeouts as you would using just one modifier. You will, however, have complete control over the direction of the move and break down the pursuit of nearby defenders.

TIP 4

Know Your Players' Skills: The effectiveness and explosiveness of each move is determined by the ratings of your ball carrier. If you have a power back, use more trucks and stiff-arms. If you have a scat back, use more jukes and spins. The better the player's ratings are, the better animations and fakeout chances that player will get.

TIP 3

Auto-Move Setting: Don't be afraid to use the 'Auto Ball Carrier Special Move' setting as you start to learn the new run-game mechanics. While you can still perform all the moves you choose, if you prefer to just focus on steering the ball carrier, all the moves will be performed automatically with visual feedback about what move is recommended. It also displays the Ball Carrier visual Path assist that shows you exactly where you are headed relative the direction you are pushing your thumbstick so you can better anticipate obstacles ahead. It's a great teaching tool to get familiar with all the new features in the ground game.

TIP 2

Assist-Move Setting: In addition to Auto-Moves, you can also use the 'Assist' setting. This provides all the visual feedback of Auto, plus the Ball-Carrier Threat Cone, which shows you where you are most likely to get a successful fakeout for each move. The difference between 'Assist' and 'Auto' is Assist will not perform the move for you, but rather shows you the recommended move for your player and the situation, while allowing you to press the corresponding button and perform the move yourself. This setting is for experienced veterans who want to learn the new mechanics without being held back by the CPU doing the work for them. It's also designed for experienced players who prefer that little bit of help as they might still be learning the advanced game and exactly which moves to use and when.

TIP 1

Hat Count: If you bring up the coach-cam art in pre-play, you'll see color-coded boxes in the tackle box. These boxes show you the hat count—the number of defenders to each side of the line compared to the number of blockers you have. If it's green, that means you have enough or more blockers than they have defenders to that side. If it's red, that means you are outnumbered and should check your play to a pass or to the other side of the formation.

Top 5 Tips from Clint Oldenburg

Skills Trainer

The Skills Trainer makes its return to Madden NFL 17. With most of the same training drills as last season, each implements all of the new mechanics that this season has to offer. Running drills obviously act differently with both the new ball carrying mechanic, as well as the new Gap and Slot Play. There are no penalties for getting it wrong here, in fact, we want you to get it wrong so that you can learn how to get it right before stepping onto the field on game day. Take your time and try to at least bronze each drill and get your MUT packs. Or, if you're like us, go for gold and keep your skills sharp.

SKILLS TRAINER ACTION LIST

- Read Instructions
- Complete Skill Tutorials
- Complete Skills Drill
- Earn Item Reward
- Run the Improved Gauntlet

SKILLS TRAINER LESSONS

BASIC OFFENSE

- Acceleration Burst
- **New:** Ball Carrier Moves
- **New:** Advanced Ball Carrier Moves
- Passing Mechanics
- Total Control Passing
- Hat Count
- 3 on 3 Offense
- Backed Up at Goal Line
- Red Zone Offense

BASIC DEFENSE

- Tackling Mechanics
- Pass Rush
- Hit Stack
- Red Zone Defense
- Oklahoma Defense
- Coverage Mechanics

NEW: SPECIAL TEAMS

- Field Goal Kicking
- Punting
- Kick Blocking
- Punt Blocking
- Trick Plays

RUN CONCEPTS

- Hat Count
- Outside Zone
- Inside Zone
- Power
- Trap
- Counter

NEW: RUN DEFENSE

- Gaps
- Tackle Battle
- Inside Run Defense
- Outside Run Defense

NEW: PASS DEFENSE

- Man Blitz
- Zone Blitz
- Cover 1
- Cover 2
- Cover 2 Man
- Cover 3
- Cover 4
- Cover 6

READ PASS CONCEPTS

- Curl Flat Read Concept
- Mills Read Concept
- Slant Flats Concept
- Smas Read Concept
- Stick Read Concept
- Verticals Read Concept

PROGRESSION PASS CONCEPTS

- Dagger Pass Concept
- Drive Pass Concept
- Flood Read Concept
- Levels Pass Concept
- PA Power O Concept
- PA Rollout Concept
- Shallow Cross Concept
- Shot Pass Concept
- Spacing Pass Concept
- Spot Pass Concept
- Switch Concept

ADVANCED TECHNIQUES

- Pocket Presence
- User Coverage
- Total Control Passing
- The Option
- Triple Option
- Midline Option
- Inverted Veer Option

PRE-PLAY

- Pass Protection Adjustments
- Offensive Hot Routes
- Offensive Audibles
- Defensive Adjustments
- Adjust Coverage
- Defensive Audibles

There are two main sections to the Skills Trainer: the tutorial and the drill. The tutorial provides a breakdown of the controls that you need to know for this drill, which is essential for new players, as well as veterans learning new concepts. Next, the drill is where you can put these controls into action and meet the appropriate goal to move on.

PACK REWARDS

You only need to achieve bronze to earn your pack rewards.

PASSING CONCEPTS CHEAT SHEET

Once you're done practicing how to read defensive coverages, keep this concept sheet handy. It shows which offensive concepts/plays match up well against defensive coverages. If you go into Plays by Concept at the play-calling screen, you should find some great plays.

GOOD PLAYS VS:

COVER 0	COVER 1 (MAN)	COVER 2 ZONE	COVER 2 MAN	COVER 3	COVER 4
Verticals	Slot Cross	Four Verticals	Texas	Verticals	Stick
Screen Passes	Double Moves	Smash	Mesh	Curl Flat	Drive
Slants	Shallow Cross	Flood	Stick N Nod	Pivot	Dig/Post Combo

BAD PLAYS VS:

COVER 0	COVER 1 (MAN)	COVER 2 ZONE	COVER 2 MAN	COVER 3	COVER 4
Levels	Levels	Comebacks	Four Verticals	Slant Flat	Verticals
Smash	Spacing	Mesh	Spacing	Mesh	Curl Flats
Comebacks	HB Slip Screen	Slant Flat	Bubble Screen	Slot Cross	Mesh

Top 5 Tips from Clint Oldenburg

Gauntlet

The Gauntlet is back and includes new challenges to help you practice the new mechanics. It's a great way to test your skills in a very unconventional way. This allows you to focus on the skill and the mechanics without the distractions of live game strategy. Keep an eye out for ladder and extra-life challenges that can give you more lives or allow you to skip levels.

GAUNTLET BOSS LEVEL GUIDE

The Gauntlet has some all-new bosses this year, along with all of your old favorites. The game puts you up against a random defensive team this season, so you never know which opponent you're going to face. You also never know which boss challenge you're going to get at each level (but we've listed all the possibilities!), so be ready for anything. You have a 6 percent chance of getting a risk level at any level or a 7 percent chance of getting a bonus. Completing a risk level allows you to jump three levels forward, but if you fail, you jump two levels back.

LEVEL 5 PRO TIPS

HURRICANE SEASON

The kicking arc is your best friend on this drill. Take your time and line up the swaying arc between the uprights.

RACE TO THE BALL

Simply starting the meter but not trying to time the kick or stop it results in a kick with no power and should give you a great chance.

PUNTING INTO THE WIND

Don't move the kicking arrow. Click onto a different player than the punter to give yourself more speed on the recovery.

SWINGING GATE

Aim for full power, because it has the smallest variation, and don't forget to factor in the time to let the meter fill up!

LEVEL 10 PRO TIPS

ENTOURAGE

Be very patient on this level. Start toward the left side, then speed up and finish to the right.

BODYGUARDS

Leave the first defender unblocked and your teammates will pick him up. Look for higher priority targets downfield.

FLYING V

You can run through the hot spots; they won't slow you down or end the level!

LEVEL 15 PRO TIPS

RB GAUNTLET

If you time a move correctly, you will always fake out the defender.

RB GAUNTLET 2

The groups of defenders make it tough to fake out just one player. The sideline and your speed advantage are your friends here.

BEAT THE CLOCK

Start left or right, but never toward the middle. Keep an eye on the clock, which is small and in the right corner of the screen.

LEVEL 20 PRO TIPS

EXTEND THE PLAY

A completed pass that's not in the hot zone doesn't count as a fail!

HALLWAY

Playmaker is still great, but use conservative catches to help with the narrow sidelines.

TRICKERATION

Keep the HB alive with the ball and wait for the QB to finish his route before throwing it back to him.

LEVEL 25 PRO TIPS

MEDIA DAY

Remember that the people on the field can slow you down, or they can slow down your would-be tacklers.

MINEFIELD

Let your center take out two tacklers.

LEVEL 30 PRO TIPS

ONE MAN D

Never go for an interception; use the swat option (RB/R1).

ONE MAN D 2

You have a speed advantage, so don't dive and take yourself out of the play. You can knock over blockers to trip up the back.

LEVEL 35 PRO TIPS

STAY ALIVE

This drill has been the most difficult one. It's still tough, but do-able.

HOOK AND LADDER

Get the ball quickly to the last back with three pitches and then hit the corner of the end zone on the left side.

LEVEL 40 PRO TIPS

HAIL MARY

The final boss is still one of the toughest; remember to use your WR's speed to your advantage.

Madden NFL 17 Cheats and Codes

Top Five Offensive Plays in Madden NFL 17

Madden NFL 17 brings the revolutionized Gameplay Engine to the table, with entirely new animation blending and dozens of new moves. Here are five of the best offensive plays in Madden NFL 17 to help you dominate the competition. Remember to practice these plays and get familiar with the controls required for the game to help you win.

PLAY 17

RUN 4 TRIPS NO WR – SHOVEL OPTION

Team PLAYBOOK: Browns, Colts

CHEMISTRY: Run(+) Speed

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 16

RUN 1000 SPEED WR – VERTICALS

Team PLAYBOOK: Eagles

CHEMISTRY: Balanced

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 15

RUN TRIPS TE – PA SLOT CORNER

Team PLAYBOOK: Dolphins, Texans, Jaguars, Colts

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 14

RUN TRIPS TE – PA DEEP WHEEL

Team PLAYBOOK: Texans, Jaguars, Patriots

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run Shovel pass, offset the outside linebacker of Power rushes from the middle to opposite quard pass protection. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 13

RUN TWO I BACK – TE WR SCREEN

Team PLAYBOOK: Texans, Chiefs

CHEMISTRY: Run(+)

FORMATION: Two I Back

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 12

RUN SHOTGUN HB STR – Y TRAIL

Team PLAYBOOK: Jets

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 11

RUN FLAT THREE – DEEP CURL

Team PLAYBOOK: Cowboys, Dolphins

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 10

RUN SPLIT CLOSE – HB WHEEL

Team PLAYBOOK: Cowboys, Redskins

CHEMISTRY: Run

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 9

RUN EMPTY BUNCH WEAK – FAST CORNER RIDER

Team PLAYBOOK: Cardinals, Falcons, Colts

CHEMISTRY: Run

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 8

RUN 2 TRIPS HB WR – B-B TRAP

Team PLAYBOOK: Ravens, Chiefs

CHEMISTRY: Run

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 7

I FORM TIGHT PAIR – POWER O

Team PLAYBOOK: Vikings, Eagles, Bengals

CHEMISTRY: Run(+)

FORMATION: I Form

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

Team PLAYBOOK: Cowboys, Cardinals, Lions, Bills, Browns, Broncos, Texans, 2.00, Jaguars, 2.00

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 6

SHOTGUN ACE – HB STRETCH

Team PLAYBOOK: Seahawks, Saints, Packers

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 4

ONE ACE THREE DEFEST – PISTOL

Team PLAYBOOK: Cardinals, Vikings, Eagles, Rams, Bengals

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 3

RUN BACK 3 FLEX WITHOUT – I FORM WHEEL

Team PLAYBOOK: Vikings

CHEMISTRY: Run(+)

FORMATION: I Form

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 2

RUN TIGHT SLOT WING – BUNCH SWITCH

Team PLAYBOOK: Jets

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.

PLAY 1

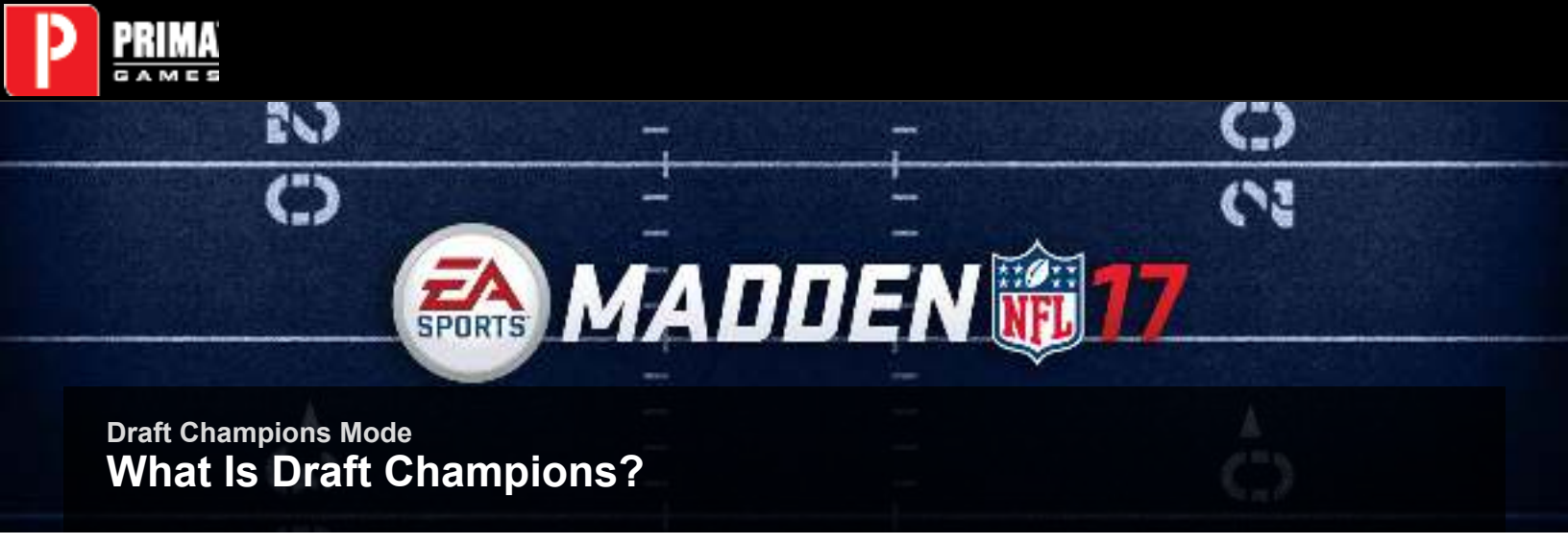
SHOTGUN TRIPS SLOTS – HB WHEEL

Team PLAYBOOK: Steelers

CHEMISTRY: Run(+)

FORMATION: Trips

STRATEGY: Run pass option, no one wants more than 1 speed option, this makes will you see the defense take action you want them to. Run the ball to the outside, if the defense is in man coverage, pull the ball back in and run the ball up the middle. If the defense is in zone coverage, pull the ball back in and throw the ball to the receiver on the outside.



Draft Champions Mode

What Is Draft Champions?

Implemented in 2015, Draft Champions is a newer way to play, with a ton of features. This free-to-play game mode builds in the excitement of a fantasy football draft with on-the-field *Madden NFL* action. Players in Draft Champions can choose to compete in a solo draft against the CPU or in a head-to-head (H2H) draft. You start by picking a coach, which gives you the playbooks and team style. From there, the fun begins, and you will draft 15 rounds of players before playing with your team. The more you win, the greater the rewards you can earn!

DRAFT CHAMPIONS CHECKLIST

- Choose Solo or H2H Draft
- Pick Your Coach
- Draft 15 Rounds
- Win to Earn Greater Rewards

WHAT'S NEW IN DRAFT CHAMPIONS?

Ranked Draft Champions (DCR), Play A Friend, H2H, and Solo Draft modes are all back. And, this time with twice as many players available at launch, so expect to see a lot more players in your drafts.

DCR is the first of the highly competitive modes and the best players will be invited to online tournaments that will lead toward the Madden 17 Championship!

DCR has a new Leaderboard where you can see how you stack up against all of the other players in the world. This year there's also a major focus on community events. Starting September 9, you will have access to FRIDAY NIGHT DRAFTS, which will have all new Solo Drafts, EXCLUSIVE players, and richer rewards. Check your in-game Announcements for details.

DRAFT ON

- Check your base team for sleepers—they may change your draft plan.
- Keep an eye out for legends; drafting one is an excellent way to give your team an identity.

From the Main menu, select the Draft Champions panel to get started building your team. Once you select solo or head-to-head, you can enter a draft and begin selecting your team. The game gives you a starting roster with base players who generally have an Overall rating around 68 to 70. You won't have enough selections to fully create a lineup, so keep an eye on these players, as they will see the field at some point. All of these players have strengths and weaknesses, so try to get the most out of them if they make the lineup.

Know which positions you need elite talent in, and which ones you don't value unless something great comes up. If you grab an elite QB but keep a base left tackle, will you have enough time to consistently throw downfield? This is what makes Draft Champions so compelling. Remember that there are no wrong answers.

TEAM STYLES

- The biggest factor in your team's style is your coach. Each coach grants +50 to style on offense and defense.
- One of the toughest decisions in Draft Champions is choosing between a coach with a good playbook and one with a good style: lean toward playbook!

Building up your team style is a great way to get your team some boosts during gameplay. Keep an eye on the items that you are collecting, and start to build out a lineup. By flipping over an item, you can see how much style it will add to your team. Make sure to get your players in their proper positions to receive the boost. Styles and boosts work the same way as in *Madden Ultimate Team*, so test them there and find one that you are comfortable with. This way, you can experiment with the effects of style. For example, is a +50 boost enough, or do you like to go higher?

AFTER THE DRAFT

After the draft is complete, you can adjust your lineup and play your Draft Champions game. You can also evaluate your coaching, as well as equipment like uniforms and stadiums. Taking a few seconds to adjust your lineup can pay off significantly once you hit the field. Make sure you get all the talent you selected into the best positions to make plays. If you selected two HBs, consider moving one to receiver if he has a high Catch rating. If you selected two OLBs who play the same side, move the backup to the other side to replace a base-level player.

All of these small tweaks will help you get the most from the lineup once you get on the field. Using the Compare Items option in the Lineup screen is a great way to evaluate players' abilities and see who matches your team's play style. Finding good formations is crucial to success.

For example, you want a formation to spread out the defense if you went heavy on receivers, but you'll need different options for pounding the ball if you chose a halfback and strong offensive line. To help find the best plays in your playbook, check out the play-calling sheets in the Teams chapter.

Your opponent will have some great players but will also be weak at a few positions. Try to target them and get your best talent matched up against their weaker positions, but know that they will do the same.

Using the matchup stick in-game is a good way to keep an eye on these potential ratings mismatches.

The game will keep you updated on your wins and losses. Don't worry if you take a loss: that just means you get to do another draft! If you keep racking up the wins, you will keep earning better rewards. If you chose the solo challenge route, you need to win three games before you lose one to earn rewards. If you chose head-to-head, you must win four games before you lose one. Once you lose, you get your rewards (depending on how many games you won), and then you draft a new team all over again.

OFFENSIVE STYLES

- **SHORT PASS STYLE** boosts Catch in Traffic and Pass Blocking to improve your ability to complete short to intermediate passes.
- **LONG PASS STYLE** boosts Route Running and Pass Blocking and improves your ability to complete intermediate to deep passes.
- **GROUND AND POUND STYLE** boosts Trucking and Run Blocking, thus increasing your effectiveness with a power running game plan.
- **SPEED RUN STYLE** boosts Elusiveness and Run Blocking, increasing the effectiveness of a running game plan built around quickness.

DEFENSIVE STYLES

- **ZONE DEFENSE STYLE** boosts Play Recognition and Zone Coverage, so there's an increased chance of success when you call zone coverage plays.
- **MAN DEFENSE STYLE** boosts Play Recognition and Man Coverage for an increased chance of success when you call man coverage plays.
- **PASS RUSH STYLE** boosts Pursuit and Block Shedding, so players blitzing the QB are more likely to escape blocks.
- **RUN STUFF STYLE** boosts Tackling and Block Shedding, so defenders have a better chance of shutting down plays.
- Don't forget to optimize your lineup for the 4-3 or 3-4 defense depending on which coach you selected and his playbook.
- You will be able to see your opponent's best players when loading into the game, so think about how they will use them.

Draft Champions Mode

Top 5 Tips for Draft Champions

Draft Champions is a brand-new mode that puts all players on equal ground when constructing their teams. Since the rounds are totally random and no two drafts are the same, your results will vary. You may feel very confident about your team after one draft but feel like you made a mistake in the next round. No matter what, your team will be able to win games on the field, so stay cool and be ready!

TIP 5

HAVE A PLAN

Taking on a human opponent is one of the biggest challenges. In general, they tend to draft their favorite players or skill positions and leave the offensive line weak.

Knowing which type of team you want to build is extremely important when starting a draft. Although you never know which players will appear, you can ask yourself a few questions about your play style to really have an advantage:

- Is my defensive playbook a 3-4 or 4-3?
- Would I rather be a run-first or pass-first player?
- Which position is the most valuable to me on offense?

QB is the most important position in Draft Champions; however, if you favor a run-heavy style and get an elite offensive line, your HB could be your most important player.

- If a certain elite player is available, will I select him even if I already have that position covered and a need at another spot?
- Who would be a fun player to user-control on defense?
- Should I draft based on ratings or based on name recognition?
- How much do I value if a player matches up with my team style?

The best part is that even if you don’t have quite the draft you planned for, you will still have a solid team that can win games.

TIP 4

SET YOUR LINEUP

You Can Always Pause The Game And Make More Changes To Your Depth Chart If Something Isn’t Lining Up Like You Expected.

Now that you have drafted your squad, make sure to get them set up in their optimal positions before heading into a game. By taking the extra time to review your lineup and make adjustments, you can double-check your strengths and weaknesses. If you doubled up on a position, now is the time to make a move and see if you can find a spot in the lineup for both players. Picking up two guards or LBs at the same position isn’t a big deal since you can shift them around. You won’t gain the style boost, but they will likely be better than your base player.

TIP 3

TEST EVERYTHING AND KEEP NOTES

Make Sure To Write Down If A Certain Playbook Fit Your Style, And Note Any Specific Plays From It That You Liked. You Can Likely Find Most Offensive Concepts And Defensive Plays In Multiple Playbooks, So The Knowledge Really Helps Over Time.

One of the best parts of this mode is finding some talented players who seem to play even better than their ratings. On the flip side, not every elite player will catch every single pass thrown his way. Keep a notebook next to your desk, and record any time when a player makes a big play for your team. If you utilize players out of position, make a note if you feel they improved or declined. Generally, as long as a player fits into the role of the new position, it was worth it to swap positions even if it wasn’t his natural listed spot.

TIP 2

KNOW YOUR HOLES

Evaluate Your Base Team Before Making Any Selections. A Few Solid Players Can Be Used In Your Lineup Despite Their Average Overall Rating.

With only a 15-round draft and 22 starting spots, your team will ultimately be weak somewhere. Don’t be discouraged if you didn’t get to load your team up quite like you could in *Madden Ultimate Team*. Your backups will play a big role in the game, and they all have strengths and weaknesses. Focus on bringing out their best talents by getting them in good positions for their skill sets.

TIP 1

TAKE YOUR TIME

Once You Are On The Field, The Stars Under Certain Player Rings Indicate Who The Best Players Are, So Look For Them.

The draft is easily the best part of the new experience; take your time and enjoy it. You have unlimited time to make a pick, so relax and use all of the information that is available to you. In each new round, review the players you have already selected, and make sure to look for some of those deeper hidden ratings on the back of the card. It will take a few rounds, but eventually, you will get confident enough to make a pick without having to flip the cards. Until then, take a deep breath and take your time.

Remember that there is no wrong pick. Even if you feel like you messed up 15 times in a row, your team’s Overall rating will still be high enough to potentially win a game against someone who made 15 “perfect” selections. “Scheme over team!”

Meet the Pros

Overview

To create this guide, several things had to be put together in a very precise manner over hundreds of hours. From the organization, gameplay, testing, and re-testing we would never have been able to accomplish all of this without the help of the pros, Zan and Litzout. Their knowledge and decade-plus of experience has truly made this guide what it is. Here's a little bit about these amazing contributors:

ZAC (ZAN) NEAL

ZAN has been a competitive/tournament-style Madden player since 2009, starting with the first major tournament he ever attended at the NFL Hall of Fame in 2010 in Canton, OH. Although he's never won a tournament, he has placed rather high in several of the major underground Madden tournaments/leagues over the years. ZAN prides myself on being one of the top Madden NFL minds in the game. His strategies have been used throughout the years by many other elite level Madden NFL players to win events and make their claims on the top spots in the Madden NFL community. Starting with a small YouTube Channel, he has built his following to a level significant enough to become an EA SPORTS Game Changer.Here are his major accomplishments:

- Final 16 at Madden 12 Virgin Gaming $140K Madden Challenge in New York City, NY
- Final 16 at Madden 13 Virgin Gaming $140K Madden Challenge in Las Vegas, NV
- Several Final 8 Appearances at Underground Madden Tournaments over the years
- Four-time Compete4Ever Super Bowl Champion (the top competitive online Madden league in the world)
- Pioneer in the use of formations like the 4-2-5 defense in Madden NFL 12, as well as the Nickel 3-3-5 in Madden NFL 15

A MESSAGE TO MADDEN NFL 17 FANS AND COMMUNITY FROM ZAN

As you can see, you're in good hands rolling with me. There are very few who can compete with the best of the best every single year while giving away their most coveted material to other Madden players. I take pride in my work and know it will take your game to the next level.

- Please subscribe to my YouTube Channel at https://www.youtube.com/4wardprogressmadden.
- You can watch me play LIVE on Twitch.TV at https://www.twitch.tv/4wardprogressmadden as well as on the OFFICIAL EA SPORTS Twitch.TV channel at https://www.twitch.tv/easports.

PETER (LITEZOUT) CALEFATO

Litezout has been a competitive pro Madden NFL Player since Madden NFL 08. He is currently one of the Top 5 Best Madden Player in the World for Madden 16 and has been a Top 20 player for every year for the last nine years, not to mention rated one of the best Madden NFL IQs in the world. Litezout is the co-owner of the website and team Madden Daily alongside his partner and student, Stiffmeister. Litezout is not only one of the top Madden NFL players in the world, but also one of the best teachers of the game. Here are some of his accolades:

- Semi-finalist of this year's EA SPORTS Madden 16 Championship
- Placed Final 12 in the biggest tournament of the year, The Draft Champions Madden Challenge
- Played in and co-hosted the Madden 15 Duracell Pro Tournament with ZGibs and ZFarls, Problem, and ex NFL pros Patrick Willit and Maurice Jones Drew
- Played in and hosted the MLG Madden 25 Launch Day Tournament, as well as winning various local tournaments in his home town
- Main Affiliated Madden Pro and Streamer for Virgin Gaming for Madden NFL 13
- Placed final 8 in the Players Bowl Tournament in Xbox
- Placed final 8 in MLG Anaheim Event
- Placed final 4 in Players Bowl Tournament in Playstation
- Placed final 7 in NYC Madden NFL Challenge
- Placed second in the Boston Madden Challenge
- Placed final 8 in the Philadelphia Madden NFL Challenge

You can find out more about Peter here:

YouTube Channel: https://www.youtube.com/user/Maddendaily

Website: https://maddendaily.com

Twitter: https://twitter.com/litezoutttthttps://twitter.com/maddendaily

Twitch: https://twitch.tv/maddendaily

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Chicago Bears

OFFENSE

The Bears' playbook has seen some changes in *Madden NFL 17* and is now a balanced playbook with plenty of chances for big plays downfield. Run-first players will need an all-around HB, while pass-first players should aim for a big receiving target.

KEY FORMATION

Singleback Tight Flex is the optimal formation to start out in, especially if you get a balanced TE who can run-block and hit the seam. If you can't block your opponent's pass rush, drop back to shotgun.

KEY PLAYER

QB with 95+ Throw Power

FORMATIONS

- **SINGLEBACK:** Jumbo, Jumbo Pair, Jumbo Z, Ace, Ace Pair, Ace Pair Twins, Bunch, Doubles, Y-Trips, Wing Trips Open
- **I-FORM:** Pro, H Tight, Tight Pair
- **STRONG:** Tight
- **GUN:** SPLIT SLOT, DOUBLES OFFSET, DOUBLES HB WK, DBLS WING OFFSET WK, STACK OFFSET WK, Y-TRIPS HB WK, WING TRIPS BEAR, WING TRIPS BEAR WK, BUNCH OFFSET, BUNCH OPEN OFFSET, TRIPS TE OFFSET, SPREAD HB WK, TRIPS Y-FLEX TIGHT, TRIPS Y ISO, EMPTY Y-FLEX, EMPTY Y SLOT

No matter which style you want PRO TIP to run, having a big arm to unleash an attempt downfield once per half will keep the defense hesitant to cram the box.

OFFENSIVE DRAFT TARGETS

- HB (SPD, TRK, CTH)
- WR (6'3"+ RTE, SPC)
- QB (THP, DAC, PAC)

DEFENSE

The Bears have changed over to a 3-4 playbook and will really benefit from pass-rushing defensive ends who won't need to drop into zone too frequently. No matter what, you still need a solid MLB who is built for zone coverage.

KEY FORMATION

The Bears' Nickel 2-4-5 Prowl is a great defensive formation that can really give the offense headaches. Start with the Cover 2 Drop, and see if all the commotion before the snap doesn't throw your opponent off for a while.

KEY PLAYER

MLB with 85+ Play Recognition

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Bear
- **NICKEL:** 2-4-5, 2-4-5 DBL A GAP, 3-3-5, WIDE
- **BIG DIME:** 2-3-6, 2-3-6 WILL

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Cincinnati Bengals

OFFENSE

The Bengals' offense is optimized for either a power or speed back, which makes it versatile. If you get a power back, stick with the under-center run formations. If you find an elusive player, get him out in space for screens and counters from shotgun.

KEY FORMATION

Gun Trips Y Iso will let your best offensive playmaker get a chance downfield.

KEY PLAYER

WR/TE with 85+ Spectacular Catch

FORMATIONS

- **SINGLEBACK:** Ace, Ace Pair, Ace Pair Twins, Doubles, Y-Trips, Snugs Flip, Bunch
- **I-FORM:** Pro, Pro Twins, Tight Pair
- **STRONG:** Pro, Close, Pro Twins
- **WEAK:** Pro Twins
- **PISTOL:** Strong Twins
- **GUN:** Split Slot, Ace Offset, Ace Twins Offset, Doubles Offset, Y-Trips Bengal, Trio, Bunch Wk, Double Stack, Normal Y-Flex Tight, Trips Y Iso, Trey Open, Empty Trey, Empty Base Flex
- **WILDCAT:** Bengal

- The Bengals' playbook has some solid one-on-one routes if you can land a star WR, but make sure that your QB has the throwing power to get the ball downfield.

OFFENSIVE DRAFT TARGETS

- WR (SPD, RTE, SPC)
- QB (THP, MAC, DAC)
- HB (SPD, CTH, ELU)

DEFENSE

The Bengals' defensive book contains lots of versatility for a 4-3 playbook. By dropping defensive ends into coverage and sending LBs on blitzes, you can create plenty of confusion.

KEY FORMATION

The 46 Normal is perfect for slowing down the run and testing your opponent's passing game. Move your defensive linemen around to find them good rushing matchups.

KEY PLAYER

DT with 85+ Finesse Moves

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Normal
- **NICKEL:** Normal, Double A Gap, 3-3-5, 3-3-5 Wide

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Buffalo Bills

OFFENSE

The Bills' offense is perfect for players who like to mix two HBs into their game plan. If you can commit to running the ball and keeping your backs fresh, you will have great success.

KEY FORMATION

Buffalo has an excellent formation with the Dbls Wing Offset Wk. This allows you to run inside or outside to set up quick throws to the edge. Use this formation to get your fastest playmakers a mismatch on the outside.

KEY PLAYER

HB with 90+ Speed

FORMATIONS

- **SINGLEBACK:** Jumbo Pair, Ace, Ace Close, Ace Pair, Ace Pair Flex, Bunch Ace, Bills Doubles
- **I-FORM:** Pro, Pro Twins, Tight, Tight Pair
- **STRONG:** Pro, Tight Pair
- **WEAK:** Pro
- **PISTOL:** Full House TE, Full House Base, Strong Twins, Weak Twins, Ace Twins
- **GUN:** Doubles, Dbls Wing Offset Wk, Y-Trips Wk, Trio Offset Wk, Bunch HB Str, Spread Flex Wk, Trey Open, Empty Trey Flex

Look for a mobile QB rather than a pocket passer, especially if the difference in Overall rating is within a few points.

OFFENSIVE DRAFT TARGETS

- HB (SPD, ACC, ELU)
- WR (SPD, ACC, RLS)
- QB (ACC, PAC, MAC)

DEFENSE

The Bills' playbook has always been built around solid defensive linemen and fast edge rushers. However, you can add more blitzes to your game plan with a new coach in town.

KEY FORMATION

Look to the Nickel 2-4-5 Even as a formation where you can get the most out of your lineup. The 3-3-5 Wide is also an option if you are more comfortable and want to shut down the edge runs.

KEY PLAYER

OLB with 90+ FMV/PMV

FORMATIONS

- **3-4:** Odd, Predator, Over, Over Ed, Bear
- **4-4:** Split
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 1-4-6
- **DOLLAR:** 3-2-4

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Denver Broncos

OFFENSE

The Denver offense has some unique formation names, with “dice” and “deuce” showing up, but don’t be fooled—it is one of the best playbooks for passing downfield in *Madden NFL 17*.

KEY FORMATION

Pistol Bunch TE forces the defense into a tough alignment against the offense, allowing you to take any area they leave weak. Start out by targeting the flats early and often until they commit to slowing you down. Short passes don’t just set you up for later in the game; one broken tackle can turn a short gain into a first down.

KEY PLAYER

WR with 90+ Route Running

FORMATIONS

- **SINGLEBACK:** Jumbo, Jumbo Z, Ace, Ace Twins, Ace Pair, Ace Pair Twins, Bunch Ace, Tight U Slot, Doubles, Y-Trips, Wing Trips Open, Trio
- **I-FORM:** Pro, Tight Twins, Tight
- **STRONG:** Pro Twins
- **WEAK:** Pro Twins, Slot Flex
- **PISTOL:** Bunch, Trips
- **GUN:** Ace, Doubles, Doubles HB Wk, Bunch Wk, Snugs, Normal Y-Flex, Empty Bronco

This playbook has multiple receiving options from every formation, but whenever you get one-on-one coverage, take a chance downfield if you have a good matchup.

OFFENSIVE DRAFT TARGETS

- WR (6’3”, RTE, SPC, ACC)
- TE (RTE, ACC, SPD)
- QB (THP, SAC, DAC)

DEFENSE

The Broncos use a 3-4 defensive scheme in *Madden NFL 17* and have great coverages that allow for CBs to play physical man coverage. This is a fairly rare style, but it can be a tough matchup for players who don’t face heavy man coverage.

KEY FORMATION

The Nickel 2-4-5 Dbl A Gap formation is a little aggressive, but it lets you bring serious pressure on third down. If your opponents didn’t build heavily on the offensive line, they will be in trouble!

KEY PLAYER

CB with 90 Press

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 2-3-6 Will, 1-4-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Cleveland Browns

OFFENSE

The Browns have a pretty versatile offensive playbook, with the ability to build schemes from under center, pistol, or shotgun. Your final scheme will vary heavily, depending on which players you find in the draft.

KEY FORMATION

Gun Split Close Browns is one of the best formations in the game, especially for players who want to throw the ball. Look for a halfback who can catch out of the backfield, along with a big, safety valve-style tight end who will really help make this formation tough to stop.

KEY PLAYER

QB with 88+ Short Accuracy

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Deuce Close, Ace Pair, Pair Tight Twins, Bunch Ace, Doubles, T-Trips
- **I-FORM:** Pro, Twins Flex, Tight, Tight Pair, Hulk
- **STRONG:** Pro, Twins Flex, Tight Pair
- **WEAK:** Pro
- **PISTOL:** Slot Wings, Y-Trips
- **GUN:** Split Close, Stack Offset Wk, Doubles, Y-Trips HB Wk, Bunch TE, Bunch Wk, Snugs Flip, Doubles Flex, Y-Trips Open, Trey Open, Empty Trey, Empty Trey Flex
- **WILDCAT:** Trips Over

Effective use of play action and new rollouts will make the Cleveland offensive playbook much more successful.

OFFENSIVE DRAFT TARGETS

- WR (SPD, CTH, RTE)
- QB (PAC, SAC, ACC)
- LT (IPB, STR, PBK)

DEFENSE

The Browns' defensive scheme is best with strong players built to stop the run on the defensive line. This means that the pressure will come from the OLB positions, especially if the secondary can stick with their matchups for a bit after the snap.

KEY FORMATION

Nickel 2-4-5 is a crucial formation to optimize. If you can stay in this for most of the game, your opponent will be forced to make solid reads.

KEY PLAYER

CB with 85 Man Coverage

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **4-4:** Split
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Tampa Bay Buccaneers

OFFENSE

If you select the Bucs' playbook, you will live and die by the big passing play downfield. If you feel comfortable with the aggressive catch in *Madden NFL 17*, this playbook is perfect for you.

KEY FORMATION

The trio alignment in Gun Trio Buc is very tough for defenses to line up against no matter what type of talent you end up drafting. If you get your big WR, make sure to take a shot deep with PA Shot Wheel.

KEY PLAYER

Finding a big WR in the draft can pay off. If your opponent didn't land an elite CB, he or she will be forced to double-team your receiver nearly all game.

FORMATIONS

- **SINGLEBACK:** Jumbo, Jumbo Z, Ace, Ace Pair, Ace Pair Twins Bunch, Doubles, Y-Trips, Wing Trip-O
- **I-FORM:** Pro, Close, Pro Twins, Tight Pair
- **STRONG:** Pro, Y-Off, Tight Pair
- **WEAK:** Pro, Close, Pro Twins, Tight Pair
- **GUN:** Split Slot, Doubles, Bunch Wk, Tight Flex, Spread, Normal Y-Flex, Spread Flex Wk, Double Flex, Buc Trips, Empty Base Empty Base Flex

If you don't get a great offensive line, create more time in the pocket by blocking both of your backs in certain formations.

OFFENSIVE DRAFT TARGETS

- WR (6'3"+, CIT, SPC, RTE)
- QB (DAC, THP, MAC)
- WR (6'3"+, CIT, SPC, RLS)

DEFENSE

Tampa has a nice mix of 4-3 formations that you can use against a balanced offense. If they are run-heavy, get into the 46 Bear Under. If they are pass-heavy, the Big Dime can be a solid formation to get faster players on the field.

KEY FORMATION

Big Dime 4-1-6 is a unique formation that should help slow down pass-heavy teams without sacrificing too much in the run game.

KEY PLAYER

MLB with 80+ Zone Coverage

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR:** 3-2-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Arizona Cardinals

OFFENSE

The Arizona Cardinals' offense is loaded with big passing plays for players who like to attack downfield. While this isn't the style for everyone, a confident passer can really tear up defenses that don't build up their secondary. Consider also drafting some linemen to allow your QB the time he needs in the pocket.

KEY FORMATION

Gun Flip Trips is an excellent formation, with every concept needed for a successful attack. Use the plays with built-in auto-motion to switch between attacking the corner and over the middle. Your opponent won't be able to tell what is coming next!

KEY PLAYER

90+ QB with 88+ Deep Accuracy

FORMATIONS

- **SINGLEBACK:** Jumbo, Jumbo Pair, Ace, Ace Pair, Pair Tight Twins, Ace Pair Twins, Bunch Ace, Tight Doubles On, Doubles, Zona Y-Trips, Wing Trips
- **I-FORM:** Pro, Pro Twins, Tight Pair
- **STRONG:** Pro, Pro Twins
- **WEAK:** Flex Twins, Tight Pair
- **PISTOL:** Twin TE Flex
- **GUN:** Split Close, Ace Twins Offset, Doubles, Y Trips Wk, Wing Trio Wk, Trey, Bunch HB Str, Snugs, Flip Trips, Spread, Trips HB Wk, Empty Trey Flex, Empty Bunch Wide

If you don't land a big-time WR in the draft, use a tight end. They have similar size and should be able to go up for the new "high-point" throws with an aggressive catch.

OFFENSIVE DRAFT TARGETS

- QB (THP, DAC, MAC)
- LT (STR, PBK, RBK)
- WR (6'3"+ SPC, CIT)

DEFENSE

The strength of the Cardinals' defensive playbook is the LB corps. Since you can have up to five on the field at any time, you can never go wrong selecting just one more. Grab a big DT if available, but otherwise, try to stack your LBs.

KEY FORMATION

The Nickel 2-4-5 Prowl will provide the blitzing firepower and confusion you need to get your opponent off the field on third down. It works best with man coverage, so look for good Speed and Man Coverage ratings in your back seven.

KEY PLAYER

CB with 85+ Man Coverage

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **4-4:** Split
- **NICKEL:** 2-4-5 Even, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 1-4-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

San Diego Chargers

OFFENSE

The Chargers have a pretty balanced playbook that allows them to be effective both by running and throwing the ball downfield. If you plan on using both options, make sure to get a QB who can get the ball into tight windows downfield to really take advantage.

KEY FORMATION

Gun Trips Y-Flex Tight formation will consistently be a tough matchup for man coverage due to the tight alignment. A TE who can run crisp routes will deliver first downs all game long.

KEY PLAYER

QB with 90+ Throw Power

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Pair, Ace Pair Twins, Tight Doubles, Doubles, Y-Trips, Bunch
- **I-FORM:** Pro, Pro Twins, Tight, Tight Pair
- **STRONG:** Pro
- **WEAK:** Tight Pair
- **PISTOL:** Ace Wing, Doubles
- **GUN:** Split Y-Flex, Doubles Wk, Y-Trips Wk, Trips TE, Bunch Wk, Normal Y-Flex Tight, Spread, Y-Trips Open, Trips Y-Flex Tight, Trey Open Charger, Empty Base Flex

If a second tight end catches your eye during the draft, don't hesitate to select him. You can always find a spot for him in the lineup.

OFFENSIVE DRAFT TARGETS

- TE (CIT, RBK, SPC)
- QB (THP, DAC, MAC)
- HB (SPD, AGI, CTH)

DEFENSE

The Chargers have a solid 3-4 playbook that requires good strength from the defensive line, with fast finesse rushers at outside linebacker.

KEY FORMATION

Big Dime 2-3-6 Will positions your secondary players in unique spots and can hopefully confuse the offense. Don't sleep on a solid FS/SS combo!

KEY PLAYER

FS with 85+ Play Recognition

FORMATIONS

- **3-4:** Odd, Under, Over, Over Ed, Solid
- **NICKEL:** 2-4-5 Even, 2-4-5 Dbl A Gap, 3-3-5, 3-3-5 Wide

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Kansas City Chiefs

OFFENSE

The Kansas City playbook has both good power running sets and a surprising number of four-plus WR sets. You can really pick the defense apart with short passes.

KEY FORMATION

Gun Trips TE is the best formation in the KC playbook. Try saving it for the second half to give your opponent a completely different look. It can light up the scoreboard quickly if you can't consistently pound the rock.

KEY PLAYER

HB with 88+ Overall

FORMATIONS

- **SINGLEBACK:** Jumbo Pair, Ace, Ace Twins, Bunch Ace, Doubles, Y-Trips
- **I-FORM:** Pro, Twins Flex, Tight Pair
- **NEAR:** Close
- **STRONG:** Pro, Tight Pair
- **PISTOL:** Strong Twins, Weak
- **GUN:** Split Slot, Doubles, Y-Trips Wk, Wing Deep Offset, Trips TE, Trio Offset Wk, Trio Chief Bunch Wk, Bunch Open Offset, Snugs Flip, Trey Open, Empty Chief, Empty Trey, Bunch Quads.
- **WILDCAT:** Chief

Aim for an all-around TE if one becomes available; you can always play him at WR if you need to air it out.

OFFENSIVE DRAFT TARGETS

- HB (SPD, ELU, CTH)
- TE (RBK, CIT, RTE)
- QB (SAC, PAC, MAC)

DEFENSE

The KC defensive playbook is another 3-4 base, so having a solid corps of LBs can't really hurt you. While picking strong defensive linemen isn't the fanciest move, they will really help stop the run.

KEY FORMATION

Nickel 2-4-5 Dbl A Gap puts tremendous pressure on your opponent's offensive line. Send blitzes early and often!

KEY PLAYER

OLB with 85+ Block Shedding

FORMATIONS

- **3-4:** Odd, Under, Over, Solid, Bear
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 1-4-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Indianapolis Colts

OFFENSE

The Colts' offensive playbook can be one of the most balanced in the entire game. Although they have newer formations like Pistol, don't sleep on their power running sets. They have been around for some time, but they can still be tough to stop, depending on your team build.

KEY FORMATION

The Colts are the only team in the game with Gun Bunch TE, which you should use heavily. The formation should easily beat zone coverage, and it contains nearly every concept without needing to adjust.

KEY PLAYER

QB with 85+ Deep Accuracy

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Deuce Close, Ace Pair, Pair Tight Twins, Bunch Ace, Doubles, Y-Trips TE Slot, Wing Trips Open
- **I-FORM:** Pro, Twins Flex, Tight, Tight Pair
- **NEAR:** Close
- **STRONG:** Pro, Twins Flex, Tight Pair
- **WEAK:** Pro
- **PISTOL:** Slot Wing, Y-Trips
- **GUN:** Split Close, Doubles, Y-Trips HB Wk, Bunch TE, Bunch Wk, Snugs Flip, Double Flex, Y-Trips Open, Trey Open, Empty Trey, Empty Trey Flex
- **WILDCAT:** Trips Over

If you build a dominant lineup for the power run game, try the I-Form Tackle Over until your opponents prove they can stop it.

OFFENSIVE DRAFT TARGETS

- QB (DAC, SPD, THP)
- WR (SPD, RTE, CTH)
- TE (CIT, RBK, SPD)

DEFENSE

The Colts' defensive book is set up for quick finesse rushers to attack off the edge. This can leave them vulnerable to the run on early downs, but it really makes a lead valuable.

KEY FORMATION

The Nickel 2-4-5 is your most balanced formation, and it can be crucial if an opponent is looking to scramble or run off the edge. Bring a safety down by calling "show blitz" if an opponent starts to run at your weakest OLB.

KEY PLAYER

MLB with 85+ Zone Coverage

FORMATIONS

- **3-4:** Odd, Predator, Over, Even, Bear
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 2-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Dallas Cowboys

OFFENSE

The Cowboys' offensive playbook has a variety of formations that allow a balanced attack. Rather than a more explosive type, look for a safety valve TE who can run-block, and use him to keep the chains moving.

KEY FORMATION

Gun Empty Trips TE is perfect if your offensive line can win the battle. The TE has some solid routes that allow him to get position on defenders for possession catches.

KEY PLAYER

TE with 70+ RBK, 85+ CIT

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Close, Ace Pair, Ace Pair Flex, Doubles, Y-Trips, Bunch
- **I-FORM:** Pro, Twins Flex, Tight Pair
- **STRONG:** Close
- **PISTOL:** Ace Twins, Y-Trips, Bunch
- **GUN:** Split Cowboy, Doubles, Y-Trips Cowboy, Wing Deep Offset, Trio Cowboy, Snugs Flip, Norm Y-Flex Tight, Flip Trips, Trey Open Cowboy, Empty Trey, Empty Trips TE, Empty Cowboy
- **WILDCAT:** Cowboys

You can really generate a strong ground attack with this playbook on early downs to make your third downs very manageable.

OFFENSIVE DRAFT TARGETS

- TE (RBK, CIT, RTE)
- HB (TRK, SPD, CTH)
- TE (CIT, RBK, SPD)

DEFENSE

The Cowboys' 4-3 defensive playbook is perfect for aggressive players who love to get eight defenders in the box and force their opponents to pass. Keep an eye out for any opposing receivers who need extra attention, and shade your safeties in that direction.

KEY FORMATION

The 46 Bear is a unique formation that isn't available in many playbooks. Make sure to try this as your base formation to stop the run, especially up the middle.

KEY PLAYER

LB with 87+ Acceleration

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Miami Dolphins

OFFENSE

The Miami playbook features multiple shotgun formations and can really be solid for a player who is balanced but has a bit more of a pass-first mentality. You don't have to run if the numbers in the box aren't in your favor.

KEY FORMATION

The Gun Wing Trips Dolphin formation is just one example of a wing formation in this playbook that allows for solid pass protection and versatility at the TE position.

KEY PLAYER

TE with 75+ RBK

FORMATIONS

- **SINGLEBACK:** Jumbo, Jumbo Z, Jumbo Pair, Ace, Ace Pair, Ace Pair Twins, Bunch, Doubles, Y-Trips, Wing Trips Open
- **I-FORM:** H Tight, Tight Pair
- **STRONG:** Tight
- **PISTOL:** Wing Trips
- **GUN:** Split Slot, Ace Offset, Doubles Offset, Double HB Wk, Stack Offset Wk, Wing Trips Dolphin, Wing Trips Dolphin Wk, Bunch Offset, Bunch Open Offset, Trips TE Offset, Spread HB Wk, Trips Y-Flex Tight, Trips Y Iso, Empty Y-Flex, Empty Y Slot
- **WILDCAT:** Cowboys

The Dolphins' playbook is another that only improves with the presence of a mobile QB. You don't need a speedster, but the ability to pick up a first down when scrambling on third and 5 is important.

OFFENSIVE DRAFT TARGETS

- TE (RBK, CIT, RTE)
- QB (SAC, PAC, ACC)
- HB (TRK, AGI, SPD)

DEFENSE

The Dolphins have all of the traditional defensive formations of a 4-3 playbook, so generating pressure without using too many exotic blitzes will be important. If you play an opponent with a spread passing game who loaded up on receivers, use the Dollar 3-2-6.

KEY FORMATION

The 46 Bear Under provides a unique look to most defenses and can shut down the inside run if the 4-3 Wide 9 isn't getting it done.

KEY PLAYER

DT with 90+ PMV

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR** 3-2-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Philadelphia Eagles

OFFENSE

The Eagles' offensive playbook is a unique one in *Madden NFL 17* and contains the most shotgun formations by far. For optimal success, you must be comfortable passing and running from shotgun.

KEY FORMATION

In the Gun Ace Offset, learn how to run inside zone consistently, and the rest of your offense will open up. Every formation should have an inside run, an outside run, a screen, and a deep pass off play action.

KEY PLAYER

HB with 80+ Catch

FORMATIONS

- **SINGLEBACK:** Jumbo Pair, Deuce Close, Ace Twins, Ace Pair, Ace Pair Flex, Bunch Ace, Doubles
- **I-FORM:** Pro, Close, Twins Flex, Tight Pair
- **NEAR:** Close
- **STRONG:** Pro Twins, Tight Pair
- **WEAK:** Pro
- **PISTOL:** Strong Twins, Strong Slot
- **GUN:** Split Slot, Ace Offset, Ace Twins Offset, Normal Flex Wk, Y-Trips Offset, Y-Trips Offset, Y-Trips Wk, Bunch Wide, Bunch Open Offset, Snugs Flip, Trey Open Offset, Empty Eagle

You don't need much throw power or speed at QB, but it doesn't hurt if the right player shows up!

OFFENSIVE DRAFT TARGETS

- HB (CTH, AGI, ELU)
- QB (PAC, SAC, DAC)
- WR (6'3", SPD, SPC)

DEFENSE

The Eagles have a solid 3-4 defensive playbook and also rely on multiple LBs moving around to create confusion.

KEY FORMATION

The 3-4 Predator allows an LB to rush from the DE position and hopefully outmaneuver a slower tackle with acceleration or finesse. Don't use this set on a running down, as this player won't be your strongest option.

KEY PLAYER

OLB with 87+ FMV

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **4-4:** Split
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Atlanta Falcons

OFFENSE

The Atlanta Falcons' playbook is excellent for players who want to air the ball out. While it requires an elite WR and a solid offensive line, you can certainly win some shootouts with this playbook.

KEY FORMATION

Pistol Ace is an excellent formation that allows you to start the game very balanced as you learn the strengths of your team.

KEY PLAYER

WR with 85+ Spectacular Catch

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Twins, Deuce Close, Ace Pair, Pair Tight Twins, Bunch Ace, Doubles, Slot Y Flex
- **I-FORM:** Pro, Y-Off, Close, Pro Twins, Tight Twins, Tight Pair
- **STRONG:** Y-Off, Close, Twins Flex
- **WEAK:** Pro, Close, Twins Flex
- **GUN:** Split Close, Stack Offset Wk, Doubles, Y-Trips HB Wk, Bunch Wide, Normal Y-Flex Tight, Trio Falcon, Trey Y-Flex Wk, Trey Open, Empty Base Flex

To acquire the most flexibility with your lineup, try adding a pass-catching HB or TE if one becomes available.

OFFENSIVE DRAFT TARGETS

- WR (SPD, SPC, CIT)
- TE (6'4"+, CIT, RTE)
- QB (PAC, DAC, THP))

DEFENSE

The Falcons have really expanded their defensive schemes to allow for multiple DEs/LBs to rush and drop into coverage at different times.

KEY FORMATION

Nickel 2-4-5 is a perfect point to build from for this playbook. If you end up slightly off either way, you will still have plenty of options.

KEY PLAYER

DE with 75+ Zone Coverage

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR:** 3-2-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

San Francisco 49ers

OFFENSE

The 49ers' playbook is mainly best for players who want a power rushing attack. However, players who enjoy using a mobile QB and a shotgun running game can still find success if they can strike the proper balance.

KEY FORMATION

Pistol Full House TE is the best example of what this playbook has to offer: a solid power rushing attack with easy throws if the defense gets greedy.

KEY PLAYER

HB with 90 Trucking

FORMATIONS

- **SINGLEBACK:** Ace, Ace Pair, Ace Pair Twins, Doubles, Wing Trips Open
- **PISTOL:** Doubles
- **GUN:** Split Slot, Slot Offset, Ace Offset, Ace Twins Offset, Twin TE Flex Wk, Doubles Offset, Doubles Wing, Doubles Offset Wk, Tackle Over Trips, Y-Trips Offset, Y-Trips Offset Wk, Wing Trips Niner, Wing Trips Niner Wk, Tackle Over, Trio Offset, Trio Offset Wk, Bunch Open, Bunch Open Offset, Doubles Stack, Tight Slot Open, Spread HB Wk, Flip Trips Niner, Trey Open Offset, Empty Base Flex

To acquire the most flexibility with your lineup, try adding a pass-catching HB or TE if one becomes available.

OFFENSIVE DRAFT TARGETS

- HB (TRK, STR, BCV)
- QB (SPD, THP, SAC)
- TE (SPD, ACC, RTE)

DEFENSE

The 49ers' defense is best when constructed with two different linebacker types. Look for two balanced defenders at the MLB position, with a strong OLB on one side and a quicker pass rusher on the other. One of your MLBs and your pass-rushing OLB will be on the field nearly every down, so go elite.

KEY FORMATION

The 3-4 Odd is a great starting formation to see if your opponent can beat your zone coverage with passing, and it doesn't give up too much in the run game.

KEY PLAYER

OLB with 85+ Acceleration

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Bear
- **4-4:** Split
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 1-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

New York Giants

OFFENSE

The Giants' playbook was completely overhauled last year and is still going through changes, but it's perfect for players who like to utilize quick throws and the tight end position.

KEY FORMATION

Gun Trips Y Iso is just one of many new formations in the Giants' playbook. If you pick up multiple WRs, you can use this formation to draw attention to one receiver while another gets open for a big play.

KEY PLAYER

WR with 90+ Route Running

FORMATIONS

- **SINGLEBACK:** Ace, Deuce Close, Ace Pair, Ace Pair Twins, Bunch Ace, Giant Doubles, Y-Trips, Wing Trio
- **I-FORM:** Pro, Pro Twins, Tight
- **STRONG:** Pro, Pro Twins
- **GUN:** Doubles Flex Wk, Doubles Flex Wing, Doubles Wing Wk, Stack Offset Wk, Y-Trips Wk, Wing Offset Wk, Trio Offset, Spread, Y-Trips Open, Trips Y Iso, Giant Trips, Empty Giant, Flex Trey

This playbook really works well if you can master the new RAC move.

OFFENSIVE DRAFT TARGETS

- WR (RTE, SPD, CIT)
- TE (CIT, RBK, RTE)
- QB (PAC, SAC, MAC)

DEFENSE

The Giants' defensive playbook is a solid 4-3 that relies on the ability of multiple pass rushers as the "bread and butter."

KEY FORMATION

Nickel NASCAR allows you to get DTs out of the game and DEs into unique spots along the line. Look for speed/size mismatches at the guard spot, and get your best pass rusher in there.

KEY PLAYER

DE with 90+ FMV

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **5-2:** Normal
- **NICKEL:** Normal, Double A Gap, NASCAR
- **DIME:** Normal

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Jacksonville Jaguars

OFFENSE

The Jaguars' offensive playbook has some very solid shotgun formations, which don't require a ton of great pass-blocking up front. Hit your quick passes to HBs and TEs before going deep, or your QB could be in trouble.

KEY FORMATION

Gun Bunch Quads is one of the most distinctive formations in the game and should crush zone defense. If you master multiple concepts, you can stay in this formation for a good chunk of the game against defenses that are deficient against the pass.

KEY PLAYER

HB/WR with 90+ Agility

FORMATIONS

- **SINGLEBACK:** Jumbo Z, Ace, Ace Twins, Ace Pair Twins, Doubles, Bunch
- **I-FORM:** Pro, Tight, Tight Pair
- **STRONG:** Pro
- **WEAK:** Pro Twins
- **PISTOL:** Weak, Ace, Slot Wing
- **GUN:** Split Jaguar, Doubles Wk, Y-Trips HB Wk, Trips TE, Bunch Wk, Snugs Flip, Spread Y-Flex, Trips Y ISO, Trey Open, Empty Y-Flex, Empty Base, Bunch Quads

The Jaguars' playbook has plenty of ways to get the ball to an athletic player in space. Perfect the RAC move to become a master of this scheme.

OFFENSIVE DRAFT TARGETS

- WR (ACC, AGI, CTH)
- TE (RBK, CIT, STR)
- QB (SAC, MAC, PAC)

DEFENSE

The Jaguars' playbook is built around a 4-3 defensive scheme. They don't have tons of flash in their plays, but if you can get a good pass rusher at either DE or OLB, he won't go to waste.

KEY FORMATION

The 46 Normal is a great way to shut down the run game early. It's a nice perk of the Jaguars' defensive book. If your opponent completes some passes, drop down to the Dollar 3-2-6.

KEY PLAYER

DT with 85+ Block Shedding

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Normal
- **NICKEL:** Normal, Double A Gap, Four D Ends
- **DIME:** Normal
- **DOLLAR:** 3-2-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

New York Jets

OFFENSE

The Jets' offense won't have you winning shootouts, but it works well in combination with their aggressive defense. If you can grab a lead, it will put significant pressure on your opponent. The offensive line is an underrated area in Draft Champions. Not many players love selecting the big guys up front—until they get into a game and control the line of scrimmage, resulting in a win.

KEY FORMATION

Singleback Wing Trips is just one example of the Jets' new spread-style offensive playbook. Approach it as a run-first set before looking to the quick pass.

KEY PLAYER

HB with 90+ Trucking

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Pair Twins, Bunch Ace, Tight Slots, Doubles, Y-Trips, Wing Trips
- **I-FORM:** Pro, Pro Twins, Tight
- **STRONG:** Pro, Twins Flex, Tight Pair
- **PISTOL:** Strong Slot, Slot, Wing Trips
- **GUN:** Split Jet, Doubles, Y-Trips Offset, Bunch Wk, Snugs, Spread Y-Slot, Y-Trips Open, Trips Y-Flex Tight, Trips Open Left, Trey Open, Empty Jet, Empty Spread, Bunch Quads

Although you may expect to see power run sets, this is a fairly spread-heavy playbook.

OFFENSIVE DRAFT TARGETS

- C (STR, RBK, IPB)
- LG (STR, PBK, RBK)
- LT (STR, PBK, RBK)

DEFENSE

The Jets have one of the most aggressive blitzing playbooks in all of *Madden NFL 17*. Take advantage of these plays on third and long to generate sacks and even some turnovers!

KEY FORMATION

Rely on the 3-4 Solid early in games to shut down the run. Be sure to pass-commit if you think your opponent is going to call play action, and try a play like Trio Sky Zone.

KEY PLAYER

CB with 90+ Man Coverage

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **4-4:** Split
- **NICKEL:** 2-4-5 Even, 2-4-5 Dbl A Gap, 3-3-5 Wide

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Detroit Lions

OFFENSE

The Lions' offensive playbook is built around the passing game and is one of the best to take advantage of the catching in *Madden NFL 17*. Although the playbook requires a big WR and a strong-armed QB, any opponent who didn't get an elite pass-rushing or cover CB will be outmatched.

KEY FORMATION

Gun Split Lion is a great early test for your opponent. Isolate your best WR on the outside and see if you have a favorable matchup. You can always check down to your HBs or keep them in to block if you notice an elite defensive pass rusher.

KEY PLAYER

6'4"+ WR with 90+ Spectacular Catch

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Pair, Ace Pair Flex, Bunch, Doubles, Y-Trips Lion
- **I-FORM:** Pro, Twins Flex, Tight Pair
- **STRONG:** Close
- **WEAK:** Pro
- **PISTOL:** Strong, Ace, Slot Flex Lion, Y-Trips
- **GUN:** Split Lion, Ace Twins, Doubles, Y-Trips Wk, Wing Trips Lion Wk, Snugs Flip, Spread Y-Flex, Trey Open Lion, Empty Lion, Empty Trey

A smaller WR with great route running (RAC!) can shift this book to more of a short-passing one that occasionally takes big shots downfield.

OFFENSIVE DRAFT TARGETS

- WR (SPD, CIT, SPC)
- QB (THP, DAC, MAC)
- WR/TE (SPD, RTE, CIT)

DEFENSE

The Lions' defensive playbook is built around getting a solid pass rush from the defensive line. This allows gold-level LBs to stay unblocked and to make plays. Since nearly all of the formations use four defensive linemen, you can't afford to come up short here, but the composition isn't a huge deal.

KEY FORMATION

The 5-2 formation can really lock down the run, even if your opponent went heavy on the offensive line in the draft.

KEY PLAYER

DT with 85+ Power Moves

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **5-2:** Normal
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR:** 3-2-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Green Bay Packers

OFFENSE

The Packers' offensive playbook favors the passing game, but the right power back can really find some nice holes from the shotgun sets. Don't draft two big WRs unless an amazing opportunity appears; instead, look for one who can be elusive across the middle and run after the catch (RAC).

KEY FORMATION

Gun Doubles Flex Wing is an excellent formation that provides not only a running threat, but also the ability to block for a deep attempt downfield.

KEY PLAYER

QB with 93+ Throw Power and 85+ Medium Accuracy

FORMATIONS

- **SINGLEBACK:** Ace, Ace Twins, Ace Pair, Doubles Pack, Tight Flex, Bunch
- **I-FORM:** Pro, Slot Flex, Tight Pair
- **STRONG:** Close
- **WEAK:** Slot
- **FULL HOUSE:** Wide
- **PISTOL:** Slot Flex Packer, Y-Trips
- **GUN:** Doubles On, Doubles Flex Wing, Y-Trips Wk, Wing Offset Wk, Bunch Wk, Normal Y-Flex Tight, Double Flex, Trips Y Iso, Pack Trips, Empty Trey, Flex Trey

The ability to control the pass type is huge in *Madden NFL 17,* and the Packers' book will really benefit from an accurate QB.

OFFENSIVE DRAFT TARGETS

- QB (THP, SAC, DAC)
- WR (RLS, RTE, SPD)
- HB (TRK, SPD, CTH)

DEFENSE

The Packers run a 3-4 style playbook with strong defenders up front. These players generally come off the field on rushing downs, so don't invest too much unless an elite DT who can be an every-down player is there. Selecting LBs doesn't really hurt you: you can stack five on the field in most situations, as long as they are versatile.

KEY FORMATION

The Big Dime 2-3-6 is an excellent formation for passing downs and will really punish an opponent who didn't invest in an offensive line. Make sure to grab an extra CB or safety to maximize your effectiveness.

KEY PLAYER

OLB with 85+ PMV

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 2-3-6 Will, 1-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Carolina Panthers

OFFENSE

The Patriots' offense is excellent for players whose focus is a quick passing attack all over the field.

KEY FORMATION

Pistol Full Panther: This formation can utilize all the talent you are targeting and really foil opponents who don't bolster their front seven during the draft.

KEY PLAYER

A mobile QB is essential to getting the most out of this offensive playbook. However, you also want some depth at HB, which is tough with only 15 rounds.

FORMATIONS

- **SINGLEBACK:** Ace, Ace Pair Flex, Bunch Ace, Panther Doubles, Tight Slots
- **I-FORM:** Pro, Tight Pair
- **STRONG:** H Pro, H Twins
- **WEAK:** Pro Twins
- **PISTOL:** Full Panther, Strong, Weak
- **GUN:** Split Panther, Heavy Panther, Ace, Ace Twins, Doubles Offset, Dbls Flex Wing Wk, Y-Trips TE Slot, Trips TE, Bunch Wk, Double Stack, Normal Y-Flex Tight, Trey Y-Flex, Y-Trips Open, Empty Panther
- **WILDCAT:** Slot Flex

This is one of the few playbooks where drafting a fullback might pay off big. If your opponent doesn't invest in the defensive line, you may be able to run all game.

OFFENSIVE DRAFT TARGETS

- QB (SPD, PAC, THP)
- HB (CTH, ACC, SPD)
- FB (TRK, RBK, IPB)

DEFENSE

This is a very solid 4-3 defensive book with some pretty standard coverages that can be tough to beat. Unless your opponent drafted multiple WRs, you should be able to play 4-3 man-to-man coverage and feel pretty confident in many situations early in the game.

KEY FORMATION

Nickel 2-4-5 Dbl A Gap is a great way to bring pressure if you aren't feeling a more passive coverage set like 4-3 Wide 9.

KEY PLAYER

Drafting a stud MLB and allowing the CPU to let him make plays is very important with this playbook. For players who don't fear user-controlling a safety or who would rather control a defensive end, this is a great move.

FORMATIONS

- **4-3:** Stack, Under, Over, Over Plus, Wide 9
- **5-2:** Normal
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR:** 3-2-6

Draft Champions Coach/Playbook Guides by Team

New England Patriots

OFFENSE

Gun Trips Y Iso allows you to use lower-rated WRs and concepts to get open on the trips side. Whenever you get a one-on-one matchup to the iso side, take a shot downfield.

KEY FORMATION

Gun Trips Y Iso allows you to use lower-rated WRs and concepts to get open on the trips side. Whenever you get a one-on-one matchup to the iso side, take a shot downfield.

KEY PLAYER

TE with 90+ Overall who has the size to be split out wide and can win one-on-one matchups downfield.

FORMATIONS

- **SINGLEBACK:** Jumbo Pair, Ace, Ace Overload, Ace Pair Twins, Bunch Ace, Normal Patriots, Y-Trips, Tight Slots
- **I-FORM:** Pro, Pro Twins, Tight Pair
- **STRONG:** Pro
- **WEAK:** Close
- **GUN:** Split Close Pats, Ace, Ace Pair Flex, Doubles, Normal Wing Pats, Tight Doubles On, Normal Flex Wk Pats, Pats Wing Trips, Trips TE, Bunch Wk, Normal Y-Slot, Trips Y Iso, Empty Ace Patriot, Empty Base Flex

New England has great formations to get the HB the ball quickly out of the backfield, especially under center.

OFFENSIVE DRAFT TARGETS

- QB (SAC, MAC, THP)
- WR/TE (6'4"+, CIT, SPC, JMP)
- WR (RTE, ACC, CIT)

DEFENSE

The Patriots' playbook is one of the most versatile in the entire game and features both 3-4 and 4-3. Drafting a strong OLB is crucial to the Patriots' success on defense. This player needs to be a hybrid rusher who can stand up in the 3-4 or drop down on early downs and hold up at end in the 4-3.

KEY FORMATION

The Nickel 3-3-5 Odd is a unique formation that should fool your opponents early in the game. Keep switching between 3-4 and 4-3 fronts to see if it throws them off.

KEY PLAYER

DE/LB with 90+ Finesse Moves

FORMATIONS

- **3-4:** Odd, Under, Solid
- **4-3:** Under, Over
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5 Odd, 3-3-5 Wide
- **BIG DIME:** 2-3-6 Sam, 1-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Oakland Raiders

OFFENSE

The Raiders' offense was extremely popular last season and has received some brand-new formations. If you love to play out of the shotgun and utilize auto-motion, this is a playbook for you.

KEY FORMATION

Gun Flip Trips Raider is an excellent formation for offenses that pick up plenty of receivers. Learn to target short passes like Slot Trail on early downs, and take a look downfield with Oak Post Shot on third down.

KEY PLAYER

QB with 80+ Speed

FORMATIONS

- **SINGLEBACK:** Ace Wing, Ace Pair, Ace Pair Twins, Bunch, Doubles
- **I-FORM:** Pro, Tight Pair, Twins Flex
- **WEAK:** Flex Twins
- **GUN:** Split Raider, Ace Offset, Ace Twins Offset, Twin TE Flex Wk, Doubles Offset, Doubles Wing Offset, Doubles Offset Wk, Y-Trips Offset, Wing Trips Raider, Wing Trips Raider Wk, Trio Offset, Trio Offset Wk, Bunch Open Offset, Double Stack, Tight Slot Open, Dbls Y-Flex Offset, Doubles Flex, Trey Open Offset, Empty Trey

This is one of a few playbooks where an FB or a TE can be used in multiple formations, giving you great value if the right one appears.

OFFENSIVE DRAFT TARGETS

- TE (RBK, SPD, CIT)
- HB (TRK, AGI, CTH)
- QB (SPD, PAC, MAC)

DEFENSE

The Oakland playbook contains many ways to slow down your opponent from the 4-3 formation. By using the multiple setups, you can properly align against most sets that opponents will try to use early in the game.

KEY FORMATION

The 4-3 Under Odd is a unique formation in the Raiders' playbook that can be tough for offenses to run against. Be sure to run the excellent blitzes from the LB position, which can sneak through the line and drop ball carriers in the backfield.

KEY PLAYER

OLB with 85+ Strength

FORMATIONS

- **3-4:** Odd, Under, Solid
- **4-3:** Under, Over Plus
- **4-4:** Split
- **NICKEL:** 2-4-5 Even, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 2-3-6 Sam

Draft Champions Coach/Playbook Guides by Team

Los Angeles Rams

OFFENSE

The Rams have a nicely balanced offensive playbook that allows a power running back to really take over games. They also have a few formations and plays that allow a quick WR to get the ball in space and hopefully make some defenders miss.

KEY FORMATION

Gun Tight Offset TE is a solid formation that allows you to take advantage of a big or fast player at tight end who will be a matchup nightmare for the defense. Use the HB Counter, HB Slip Screen, and 0 1 Trap to turn it into a great base formation.

KEY PLAYER

TE with 83+ Speed

FORMATIONS

- **SINGLEBACK:** Ace, Ace Pair, Ace Pair Twins, Doubles, Bunch
- **I-FORM:** Pro, Pro Twins, Tight, Tight Pair
- **STRONG:** Pro, Twins Flex, Twins Over, Y-Flex, Tight Pair
- **WEAK:** Pro, Close, Tight Twins
- **PISTOL:** Wing Trio
- **GUN:** Split Ram, Doubles Offset Wk, Y-Trips Offset, Wings Trips Wk, Bunch Wk, Tight Offset TE, Double Stack, Normal Y-Flex Tight, Trey Open Offset, Empty Base

You can get away with nearly any type of QB in this offense, but when in doubt, look for high Play Action and Deep Accuracy ratings.

OFFENSIVE DRAFT TARGETS

- HB (TRK, SPD, CTH)
- WR (SPD, AGI, ACC)
- QB (PAC, DAC, THP)

DEFENSE

The Rams' defensive playbook is built around their defensive ends. While you may worry about drafting four DEs and leaving weaknesses elsewhere, remember that you can also use DTs and OLBs who are solid pass rushers in your scheme.

KEY FORMATION

Nickel 4 D Ends is a great formation on passing downs if you can stop the run early and get your opponent into a third and long.

KEY PLAYER

DE with 90+ Power Moves

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, 4 D Ends
- **DIME:** Normal
- **DOLLAR:** 3-2-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Baltimore Ravens

OFFENSE

What makes the Ravens' playbook unique is its variety of "tight" or "close" formations, where receivers line up close to the line of scrimmage. This makes it tough for man-to-man defenders to stick with them because of all the traffic in the area.

KEY FORMATION

I-Form Close is an example of a tight formation that can burn heavy man-to-man coverage with plays like Mesh.

KEY PLAYER

WR with 90+ Route Running

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Deuce Wing, Ace Pair, Ace Pair Twins, Bunch Ace, Tight Doubles, Doubles, Y-Trips TE Slot, Trio
- **I-FORM:** Pro, Close, Pro Twins, Tight Twins, Tight, Tight Pair
- **STRONG:** Pro, Pro Twins, Tight
- **WEAK:** Pro, Tight Twins
- **GUN:** Doubles, Y-Trips HB Wk, Bunch Wk, Spread Y-Flex, Y-Trips Open, Trips Y-Flex Tight, Flip Trips Raven, Empty Base Flex

The Ravens also have plenty of tight options from shotgun sets, if you aren't a fan of under center or didn't get to solidify your offensive line.

OFFENSIVE DRAFT TARGETS

- WR (SPD, RTE, CTH)
- HB (ELU, CTH, SPD)
- QB (THP, DAC, SAC)

DEFENSE

The Ravens' mixture of formations allowing their LBs to get in great matchups is second to none. Get comfortable with all of the 3-4 fronts, including the Bear, to keep your opponents off-balance.

KEY FORMATION

The Nickel 3-3-5 is an ideal formation to be balanced against any offensive attack and lineup. It requires drafting an extra CB, but if he can be physical in the run game, you will feel comfortable stopping the run from a passing set. With a solid LB holding things down in the middle, you can send pressure from the edges.

KEY PLAYER

CB with 85+ Press and 80+ Man and Zone Coverage

FORMATIONS

- **3-4:** Odd, Predator, Over Ed, Even, Bear
- **4-4:** Split
- **NICKEL:** 2-4-5, 2-4-5 Dbl A Gap, 3-3-5, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 2-3-6 Will

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Washington Redskins

OFFENSE

The Redskins' playbook is one of the most versatile in *Madden NFL 17*. You should target a mobile QB, but if you don't find any worth selecting, you can still run a scheme good enough to win.

KEY FORMATION

Pistol Ace Wing is crucial to success with the Redskins' playbook. By mixing in the Read Option and HB Stretch runs, you can add a balanced element to your offense.

KEY PLAYER

QB with 85+ Acceleration

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Deuce Close, Ace Pair, Ace Pair Twins, Bunch, Doubles, Wing Trio
- **I-FORM:** Pro, Pro Twins, Tight, Tight Pair
- **STRONG:** Pro, Pro Twins
- **WEAK:** Pro
- **PISTOL:** Ace Wing, Slot Wing, Y-Trips, Bunch
- **GUN:** Split Offset, Tight Doubles On, Doubles Wk, Wing Trips Offset Wk, Bunch Offset, Snugs Flip, Dbls Y-Flex Offset, Y-Trips Open, Trips Y-Flex Tight, Trips Y Iso, Trey Open, Empty Bunch Wide, Empty Trey Flex

Make sure to check the play art on option runs before the snap. Knowing which defender to "read" is important for success.

OFFENSIVE DRAFT TARGETS

- QB (ACC, SPD, PAC)
- HB (TRK, STR, CAR)
- WR (SPD, RLS, ACC)

DEFENSE

Washington has a 3-4 scheme that requires multiple LBs in most of their sets. No matter what, you can always find a spot for them: fast LBs in the middle, and stronger LBs on the outside to help set the edge in the run game.

KEY FORMATION

The 3-4 Odd should be a great start against most challengers. Use the solid zone coverage to fan out and stop those TE routes.

KEY PLAYER

Run-stuffing OLB with 85+ Strength

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **NICKEL:** 2-4-5 Even, 2-4-5 Dbl A Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6, 1-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

New Orleans Saints

OFFENSE

The Saints' playbook has some unique plays and formations that can fool your opponent, but you can also beat him or her by simply throwing downfield. You will need some time in the pocket, so keep linemen in mind: a good defensive line will be a frustrating matchup.

KEY FORMATION

Gun Tight Offset TE allows you to get the most from an elite TE, who basically can be a WR in this playbook.

KEY PLAYER

6'4"+ TE with 85 Catch in Traffic

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Twin TE Flex, Bunch Base, Doubles, Snugs Flip
- **I-FORM:** Pro, Close, Twins Flex, Tight
- **STRONG:** Close
- **PISTOL:** Slot Wing, Y-Trips, Bunch TE
- **GUN:** Split Offset, Doubles Wk, Wing Trio Wk, Tight Offset TE, DBL Y Flex Off Wk, Spread Y-Slot, Trips Y Iso, Trey Open Saint, Empty Saint, Empty Trey, Empty Y-Saints

The Saints' playbook is still built for big WRs and deep throws downfield, which meshes perfectly with the catching in *Madden NFL 17!*

OFFENSIVE DRAFT TARGETS

- TE (6'4"+ CIT, SPC)
- WR (6'3"+, CIT, SPC)
- QB (MAC, DAC, THP)

DEFENSE

The Saints have an excellent defensive playbook built around the 3-4. This playbook won't require much blitzing if you grab OLBs with high Speed and Finesse Moves ratings. However, it has plenty of firepower if needed on passing downs.

KEY FORMATION

Big Dime 2-3-6 is a great formation to build toward in the draft. If you come up a piece or two short, you can go to the 3-3-5 or 1-4-6.

KEY PLAYER

OLB with 87 Finesse Moves

FORMATIONS

- **3-4:** Odd, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Seattle Seahawks

OFFENSE

For players who want a power run-style offense without sacrificing the shotgun formations, Seattle is a great selection.

KEY FORMATION

Gun Ace Offset can be an every-down formation if you establish the run game from shotgun and learn to use play action. The Read Option in this formation really adds another dimension if you grab a mobile QB in the draft.

KEY PLAYER

While a back with 90+ Trucking is ideal, the real key is a QB who has 80+ Speed and will force the defense to commit a defender to slowing him down.

FORMATIONS

- **SINGLEBACK:** Deuce Wing, Ace Pair, Ace Pair Flex, Bunch Ace, Hawk Doubles
- **I-FORM:** H Pro, H Slot, H Tight, H Twin Pair
- **STRONG:** H TE Flip, H Slot Flex, H Pair TE
- **PISTOL:** Strong Slot, Ace, Doubles Flex Wing
- **GUN:** Split Hawk, Ace Offset, Ace Twins Offset, Doubles Offset, Doubles Wing Wk, Y-Trips Hawk, Wing Offset Wk, Trio Offset, Bunch Wk, Tight Slots, Double Stack, Spread Y-Slot, Trey Y-Flex, Trips Y Iso, Empty Hawk

Picking up a QB who has some speed can really frustrate opponents who think they have the HB stopped, only to see the QB keep the ball on a read.

OFFENSIVE DRAFT TARGETS

- HB (TRK, STR, CAR)
- QB (SPD, PAC, SAC)
- C (STR, RBK, IPB)

DEFENSE

The mix of coverages in the Seattle playbook is outstanding if you score a rangy FS. Otherwise, find a defensive line who can overwhelm the offensive line with speed.

KEY FORMATION

The 46 Bear Under is a great way to test your opponent’s commitment to the run game early.

KEY PLAYER

OLB with 90+ Acceleration

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Bear Under
- **NICKEL:** Normal, Double A Gap, Wide 9
- **DIME:** Normal
- **DOLLAR:** 3-2-6
- **QUARTER:** Normal, 3 Deep

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Pittsburgh Steelers

OFFENSE

The Steelers' offensive playbook is one of the best schemes for balanced players who love the short passing game. Even if you don't land a big WR, you can still have plenty of success with the concepts and RAC move.

KEY FORMATION

Singleback Pitt Doubles is a solid formation that's tough for defenses to line up against. The key is using your TE as a run blocker early and then as a safety valve on third down.

KEY PLAYER

WR with 87+ Route Running and Release

FORMATIONS

- **SINGLEBACK:** Jumbo, Ace, Ace Pair Flex, Bunch Base, Pitt Doubles, Y-Trips
- **I-FORM:** Pro, Pro Twins, Tight Pair
- **STRONG:** Close
- **WEAK:** Pro
- **PISTOL:** Slot Wing, Y-Trips
- **GUN:** Split Close, Doubles, Tight Doubles On, Stack Offset Wk, Y-Trips Wk, Wing Trio Steeler, Trio, Bunch Wk, Snugs, Spread Y-Slot, Trips HB Wk, Empty Trey, Empty Steeler
- **WILDCAT:** Normal

The Steelers' playbook has added some new pistol formations this season, so don't forget to try them out!

OFFENSIVE DRAFT TARGETS

- WR (SPD, AGI, RTE)
- HB (TRK, SPD, CTH)
- TE (CIT, RBK, PBK)

DEFENSE

Pittsburgh has built their defensive scheme around the 3-4 for multiple seasons. Aim to get some strength and block-shedding on the defensive line, but don't worry about generating pressure there, as it will mainly come from your LBs.

KEY FORMATION

Nickel 2-4-5 Prowl is a solid formation that confuses the offense and doesn't let any drafted LBs go to waste.

KEY PLAYER

SS with 85+ Play Recognition

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **4-4:** Split
- **NICKEL:** 2-4-5, 2-4-5 Dbl a Gap, 3-3-5 Wide
- **BIG DIME:** 2-3-6 Will, 1-4-6

EA SPORTS MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Houston Texans

OFFENSE

The Texans' offense has some different run plays that will really benefit a patient player who can make good cuts at the line of scrimmage. Consider beefing up one side of your offensive line to run behind on most of your play calls.

KEY FORMATION

Gun Tight Doubles On is the formation that you should try when you need a first down conversion. If you keep yourself in manageable situations with the run game, there are multiple ways to move the chains.

KEY PLAYER

HB with 90+ Ball Carrier Vision

FORMATIONS

- **SINGLEBACK:** Jumbo Z, Ace, Ace Twins, Bunch Base, Tight Doubles, Doubles, Y-Trips Texan
- **I-FORM:** Pro, Tight Pair
- **STRONG:** Pro
- **WEAK:** Pro Twins
- **PISTOL:** Slot Wing, Y-Trips
- **GUN:** Split Texan, Ace Pair Flex, Doubles, Y-Trips HB Wk, Wing Trips Wk, Trips TE, Bunch Wk, Tight Doubles On, Snugs Flip, Spread Y-Slot, Empty Texan, Empty Y-Flex, Empty Base

This playbook has some nice rollout plays that allow you to attempt deep throws. If an elite WR appears after you secure your HB, go for him!

OFFENSIVE DRAFT TARGETS

- HB (SPD, TRK, BCV)
- RG (RBK, IPB, STR)
- WR (SPD, SPC, RTE)

DEFENSE

The Texans' entire defense is built around versatility in their front seven to create an intense 3-4 scheme. The great news is that no matter which players you draft, you can always use packages and substitutions to get your talent in a spot to make plays.

KEY FORMATION

The 3-4 Under is an excellent base formation that can stop the run and bring pressure off the edge if the offense tries to fool you with play action.

KEY PLAYER

DT with 75+ Speed and 80+ Acceleration

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **NICKEL:** 3-3-5 Will, 3-3-5 Wide, 2-4-5 Dbl A Gap
- **BIG DIME:** 2-3-6, 2-3-6 Will

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Tennessee Titans

OFFENSE

The Titans' playbook is a solid way to test your opponent's pass defense. If you can come out early and spread them out, you will see your ground game open up in the second half.

KEY FORMATION

Singleback Wing Trips Open is one of the few under-center formations that has enough versatility to run all game. Pound the ball up the middle, and then use quick throws to get it out in space.

KEY PLAYER

TE with 75+ Run Block

FORMATIONS

- **SINGLEBACK:** Ace Wing, Deuce Close, Ace Twins, Pair Tight Twins, Ace Pair Twins, Bunch Ace, Doubles, Wing Trips Open
- **I-FORM:** Pro, Pro Twins, Tight, Tight Pair
- **STRONG:** H TE Flip, Tight Pair
- **WEAK:** Close
- **PISTOL:** Y-Trips
- **GUN:** Doubles, Doubles Wk, Y-Trips HB Wk, Wing Trips Titan Wk, Trips TE, Bunch Wk, Tight Flex, Double Stack, Dbls Y-Flex Offset, Y-Trips Open, Trey Y-Flex, Trey Open, Empty Base Flex

The Titans' playbook is another that benefits from having two TEs available, even if the second one is mainly a run blocker.

OFFENSIVE DRAFT TARGETS

- WR (SPD, RTE, CTH)
- QB (SAC, MAC, ACC)
- TE (RBK, STR, CIT)

DEFENSE

Tennessee boasts a 3-4 defensive front that is built around strong defenders on the line. If you get a few options at LB, aim for whoever is the strongest of the bunch.

KEY FORMATION

The Big Dime 2-3-6 Will can give you some flexibility depending on how your draft ends up. As long as you get one strong defensive end or tackle, you will be fine.

KEY PLAYER

KEY PLAYER CB with 80+ Zone Coverage

FORMATIONS

- **3-4:** Odd, Under, Over, Even, Solid
- **4-4:** Split
- **BIG DIME:** 2-3-6 Will, 1-4-6

MADDEN NFL 17

Draft Champions Coach/Playbook Guides by Team

Minnesota Vikings

OFFENSE

The Minnesota offensive scheme is built around an elite HB who takes pressure off the QB and allows him to make short throws. If the defense overcommits, having a WR with blazing speed will pay dividends.

KEY FORMATION

Gun Split Viking is a formation that you can live in all game long. Learn to run all of the different shotgun runs in this formation, and use it to set up the play action.

KEY PLAYER

HB with 90+ Speed

FORMATIONS

- **SINGLEBACK:** Ace Wing, Deuce Close, Ace Pair, Ace Pair Twins, Bunch Ace, Tight Flex Wk, Doubles, Y-Trips
- **I-FORM:** Pro, Twins Flex, Tight Pair
- **STRONG:** Close, Pro Twins
- **WEAK:** Pro
- **FULL HOUSE:** Normal Wide
- **GUN:** Split Viking, Ace Twins Offset, Doubles Offset Wk, Dbls Wing Offset Wk, Y-Trips Offset, Y-Trips Wk, Wing Trips Vikes Wk, Trips TE Offset, Dbls Y-Flex Offset, Doubles Flex, Trey Y-Flex Wk, Trey Open, Empty Bunch, Empty Base Flex

Being creative with screens and handoffs is a great way to get the ball in the hands of playmakers, no matter where they line up.

OFFENSIVE DRAFT TARGETS

- HB (SPD, TRK, CTH)
- WR (SPD, ACC, SPC)
- TE (RBK, CIT, RTE)

DEFENSE

The Minnesota defensive scheme is a solid 4-3 book that doesn't require elite players up front to get the job done. Focus on getting solid depth and strength, but don't be afraid if a superstar isn't available.

KEY FORMATION

Dime 46 Normal is a unique formation that can give your opponent a different look than they are used to seeing.

KEY PLAYER

FS with 88+ Speed

FORMATIONS

- **4-3:** Normal, Under, Over, Over Plus, Wide 9
- **46:** Normal
- **NICKEL:** Normal, Double A Gap, Wide 9, 3-3-5 Wide
- **DIME:** Normal

Introduction

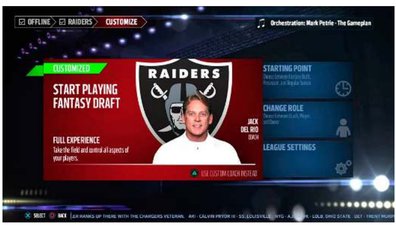
What's New in Madden NFL 17?

There are lots of new features this season in Madden NFL, some are being introduced for the first time and others are improvements from previous seasons. We're sure you're eager to begin your Madden NFL 17 experience and we're excited to show you every little detail about the game. Read through this introduction chapter for a brief overview on the new features and jump right into the game or dive deeper into the next chapter to get a leg up on the competition.

Introduction

Franchise Mode

Franchise Mode has new ways to play and more decisions to make, thanks to fan requests. The Madden NFL team has turned this feedback into some fantastic upgrades. Take your team all the way in Franchise Mode with new ways to play like Training and Game Planning, Big Decisions, and Play the Moments; these features still allow you to play the game like you normally do and simulate these features, or take your game to a whole new level by making your team better each week. There are more realistic player developments that allow for a much more advanced strategy when recruiting, signing free-agents, and allocating XP to the players in your roster. Our Franchise Mode walkthrough helps you with all of the new features and how to implement them, whether you've played it before or if you're brand new to the Madden NFL family.



IT'S UP TO YOU

All of the new features are completely optional and can be simulated for you by the CPU just in case you don't want to or don't feel comfortable doing it yourself, yet.

NEW FRANCHISE MODE FEATURES

- Training and Game Planning
- Big Decisions
- Play the Moment
- Improved Dynamic Drive Goals
- Improved Coach/Player Customization
- Regression Feedback
- Practice Squads
- Player Card Everywhere
- Improved Post-Game Feedback
- Full Player Editing
- Trade Feedback
- Commish XP Tools
- Free Agent Bidding
- Scores Around the League
- Improved News Hub
- Deep Tuning

PRESENTATION

This season, become the superstar! With all-new presentations, you are the focus of the action. Two new voices have been introduced to the game, providing commentary that is both relevant to what's happening on the field, as well as how it relates to the rest of the league. Get pumped with the improved dynamic crowd sounds and cheering moments. Experience the most complete Madden NFL ever with all of these new presentation features and take your team all the way. Madden NFL 17 also includes two major improvements to the presentation that have never been done before. This season includes Dynamic Commentary that will be updated as the season progresses with relevant news and commentary, as well as an entire Re-Design Audio to almost every element of the game.

NEW PRESENTATION FEATURES

- Cameras Focused on You
- Franchise Player Cameras
- Franchise Playing as Coach
- Pre-Game Stage Intro
- Innovating Beyond Broadcast
- New Camera + Speed Control
- Sound and Crowd Reactions

GAMEPLAY

Master the ground game in Madden NFL 17 with a brand new ballcarrier system that allows for even more control over the player and more freedom to out-maneuver the defense. Take advantage of these features on Defense, as well, with gap play that is far more advanced than any Madden NFL yet and an AI that focuses on holding the edge for a better zone defense. For the veterans, these new improvements allow you to focus on your formations and the bigger picture while micromanaging as a secondary task. Newer players can let their play calling do the work for them as their AI takes care of making good decisions for your defense.

NEW GAMEPLAY FEATURES

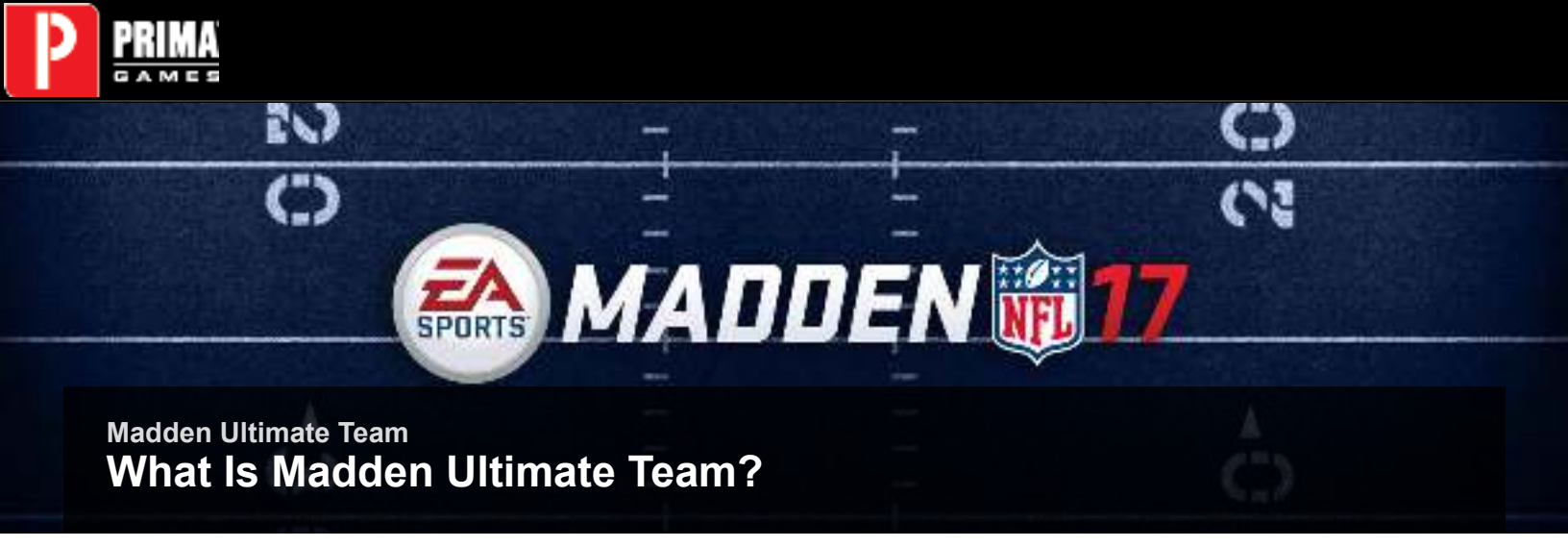
- New Ballcarrier controls (New Risk/Reward)
- Recommended Move Prompts
- New Concept Counters
- Gap Play
- Force Defender
- Zone Coverage
- New Special Teams
- Improved Kick Meter
- Ice The Kicker Ability
- Trick Plays
- Kick Blocking

MADDEN ULTIMATE TEAM (MUT)

MUT is a great test of team building and on-the-field game planning. With content that is constantly being updated throughout the season, can you build a winning team? Team Chemistry has gotten an overhaul this season and now picking teammates who will work well together is far more important than stats alone. These mechanics will challenge your coaching and are based on real action you saw on Sunday. MUT is one of the easiest modes to start enjoying quickly, and the updated content keeps it alive all season long!

DRAFT CHAMPIONS

Draft Champions allows you to select your team in a 15-round draft and then bring it right onto the field to compete. Along the way, you will have some tough choices about which players to select and how they will factor into your team and scheme. Don't miss out on this fun and challenging way to play! Check out full coverage of the mode in the Draft Champions chapter. We will help you win games and earn rewards, no matter which coach or team you draft!



Madden Ultimate Team

What Is Madden Ultimate Team?

Madden Ultimate Team, or “MUT” as it’s known to its players, puts together some of the most fun and addictive features of video gaming and football. If you have ever dreamed of throwing a Hail Mary from today’s best quarterbacks to the NFL’s greatest receivers of the past, or fantasized of having NFL Legends like Deion Sanders or Ronnie Lott line up in your secondary, Madden Ultimate Team is the Madden experience you’re looking for!

Do you like Fantasy Football and the idea of building a winning team? Do you like opening packs of items to accelerate your line up, use a live auction house to buy and sell your items for in game currency, or even collect your items in sets for more players, packs, or in-game currency? MUT has all of these things and more!

Madden Ultimate Team is packed with sets, solo challenges, and a complete multiplayer H2H Events mode, which lets players challenge their friends’ Ultimate Team for ultimate bragging rights! Ultimate Team also provides live content to keep things fresh. With Madden Ultimate Team, the football season never ends.

MUT HIGHLIGHTS

Solo Challenges, the most played game type in Madden, have been improved. Last year saw the addition of dynamic start conditions where you could start in the middle of a game or late in a game. This year, Madden also features dynamic end conditions, as well as bonus goals that can grant rewards. So if a challenge has an end condition of scoring a rushing touchdown, as soon as you do that as a player, the challenge ends make solo challenges a quicker more exciting experience!

Chemistry is back and has been completely remade. It’s much more flexible and dynamic than in the past or in comparison with last season’s Style. Chemistry rating boosts appear in blue on the lineup screen and in detail on the back of each item. The requirements to activate each Chemistry and Chemistry rating bonuses are also much more flexible than past iterations. So for instance, a simple run block Chemistry might require two linemen with that Chemistry to activate and give a bonus to their strength; but a deeper “Legion of Boom” Chemistry will require a specific player from the Seattle Seahawks defense to activate even more dynamic rating boosts.

H2H Events has replaced H2H Seasons in Madden Ultimate Team and is similar to Salary Cap Ranked and Draft Champions Ranked Events that cost Ranked Tickets to enter. Contracts are no longer consumed for H2H Events. A leaderboard based on much more competitive dynamics past “coin total” is a great place to show off your H2H MUT prowess.

Alternate Uniforms return to MUT better than ever, including rarely seen CFM relocation uniforms. This changes MUT from having only the base NFL uniforms to choose from, and vastly expands options available for players to customize their teams.

Trade Block has returned fully intact to trade items with your friends. A community favorite is back!

Finally, a new **Message of the Day** will keep you up to date in game on all the happenings in Madden Ultimate Team!

MUT 17 CHEMISTRY DEEP DIVE

Let’s dive in and discuss one of the major features in Madden Ultimate Team—Chemistry!

CHEMISTRY AGAIN?

The term “Chemistry” is not a new one to Madden Ultimate Team, but everything you once knew about it can be thrown out the window. So what is Chemistry now? Chemistry replaces Style in Madden NFL 17 and serves as a powerful way to build your MUT lineups. Player items have the opportunity to have a Chemistry (and possibly more than one) and when combined with other Player Items with the same Chemistry, will turn on attribute boosts. But wait, how is this any better than what Style does now?

That question can be answered in multiple ways but let’s start with our favorite aspect: you will see EXACTLY what these boosts do to your player’s attributes.

If you activate a Chemistry that boosts your team by +2 Block Shedding, each Item updates the players Block Shedding rating to reflect the new value. And if the boost from the Chemistry is enough to increment that player’s OVR rating, that also updates—and your Team Rating could improve, as well!

No more guessing. No more assuming that a boost is affecting attributes. No more amazingly fantastical online theories to reverse-engineer how much boost is being received. It’s all right there in front of you.

Another reason to get so excited about Chemistry is the flexibility this new system carries with it. Last year, players were chained to eight Styles and each one of those Styles affected only two ratings. In Madden NFL 17, Chemistry quite literally has infinite possibilities. The game launched with over 10 Chemistries and there will be more on the way!

CHEMISTRY 101

Since we kind of dove right in and immediately feasted on dessert, let’s take a step back and talk about some of the nuts and bolts that go into creating a lineup with Chemistry. This might and should feel somewhat familiar to veteran MUT players, but there are some differences in Madden NFL 17.

We’ll start with a hypothetical example. Madden Ultimate Team has a Chemistry called “The Route Tree.” This Chemistry adds +3 Route Running to your wide receivers and tight ends. To activate it, this Chemistry requires you to collect at least five Player Items with “The Route Tree” Chemistry icon. Once you have the players and want to turn this Chemistry on, you must do two things in the lineup screen: make these players your starters and play them in their designated position. Players who are playing out of position (i.e., a right tackle playing left tackle) will not count toward your Chemistry.

Here’s the list of positions considered as “starters” toward Chemistry. Again backups, will not count:

OFFENSIVE

- QB1
- HB1
- FB1
- WR1
- WR2
- WR3
- TE1
- LT1
- LG1
- C1
- RG1
- RT1

DEFENSIVE

- RE1
- LE1
- DT1
- DT2
- LOLB1
- ROLB1
- MLB1
- MLB2
- CB1
- CB2
- CB3
- FS1

Madden Ultimate Team

Start Your Squad

> Stay on the lookout for new content every day; it is usually most valuable right when it enters the game!.

From the Main menu, select the Ultimate Team panel to get started building your team. Complete your objectives as soon as possible to continue your progress and unlock new challenges. Make sure to equip offensive and defensive playbooks, along with uniforms. The last thing to keep an eye out for is a coach who will help give your team an identity with his style.

> Look for objective lists during the season. You will be rewarded for racking up stats..

ADJUST LINEUP

Getting your best players into position to make plays is the key to Madden Ultimate Team. This is where the Lineup screen comes in handy. Scroll over to the Team tab and choose Adjust Lineup. This allows you to make changes to the starting lineup and depth chart.

You can let the game handle it automatically, or you can do it on your own. By clicking on a player item, you can compare items in your starting lineup with those in backup roles. Then you can determine which player you want in the lineup based on his abilities and style. There are five different tabs to look at for each item, and all will help you make the best decision. You can view your entire offense, defense, or special teams on the screen at once. You can also head into your Item Binder for a different view and click on player items. From here, you can choose to promote a player to starter. Two other important things to look at on the Team screen are the Coaching & Equipment panel and the Team Management panel. The first is where you set your coach and playbooks, and the latter is where you set your team style and name.

> Find backup players who have one or two key stats; they won't play every down but may come into the game if your starter's stamina dips and he needs a quick rest.

ITEM BINDER

> Using the Sort by Newest feature in the top-right is a great way to find any new items you just picked up and want to use.

ITEM BINDER FILTERS

- Type
- Quality
- Team
- Style
- Program

Keeping track of all the items you collect over the season can seem overwhelming at first, but the Item Binder makes it very easy. By using different filters, you can narrow down and find the item that you want. If you are only looking for items from a certain program, the game will simply show you those, and you can quickly make a decision on how to proceed.

> The Live panel on the main MUT screen will show you the freshest content in the game.

ITEM VIEWER

Once you locate the item you want, select it to bring up an extended view. From here, you can view the item in detail and perform actions. Use this screen to:

- Compare Against Similar Items by Position
- Promote to Starter
- Extend Contracts
- Add to Sets
- Auction
- Quick-Sell
- You can also navigate to other tabs on the Item Viewer screen. You can see information like player ratings, contracts remaining, style, date acquired, and full attributes!

SETS

One of the biggest aspects of MUT is collecting items. Eligible items are placed into “sets” to earn rewards. Set rewards can be anything from coins to items that are earned when you add and complete everything in a set.

As you inspect the items required to complete a set, the ones you can use will be highlighted. Fill in all the blanks to complete the collection and claim your reward. Sets are updated throughout the year, so any items that didn’t seem to have a purpose when you got them may become valuable later in the season.

- If you don’t have an item needed to complete a set, a Find Item icon will appear in the binder, which takes you right to the item in the Auction House to bid.
- Certain sets are repeatable and keep delivering rewards during the season.

MARKETPLACE

If you are looking to pick up packs without spending in-game coins, you can select the Store and buy items or packs. Opening new packs is a fun way to go hunting for new items that have been eluding you due to a lack of coins. You might even find a rare player you don’t need and put him up on the auction block. You can buy points that will allow you to purchase packs—the bigger the bundle, the more points you save.

AUCTIONS

The Auction House allows players to search active auctions to find items to buy or to bid on. If you have already placed an offer or posted an item, you can view those in My Bids or My Posted Auctions. By knowing exactly which items you want to buy and how much you are willing to pay, you can find good deals. The more patient you are and the more coins you have available, the better you will do.

- You can now head straight to the Auction House from your Item Binder when looking at a player item. This saves huge amounts of time and allows you to check prices before posting a player.
- You can now sell up to 100 items at a time in Quick Sell, which is an improvement from 20 last year.
- Consider buying items that don’t fit your style but are below current value, then turn around and flip them for a profit!
- If you replace a player in your starting lineup, make a decision to auction him or use him as a backup.

Madden Ultimate Team

Top 5 Quarterback Items in MUT

Finding an accurate passer in Madden NFL 17 is crucial. By finding an elite passer early, you will be able to quickly gain confidence in your passing game and start moving the chains. QBs have more tools, and WRs are bigger weapons than ever before.

ITEM 5

RUSSELL WILSON

Wilson is one of the quicker QBs who will be able to escape most defenders on the blitz. His power and intelligence are very high, as well. What holds him back is the fact that he is not a pocket passer, and if the pocket is breached and he can't escape, there won't be a completion.

ITEM 4

BEN ROETHLISBERGER

Big Ben is one of the best pocket-passing QBs in the league. Take advantage of his excellent strength by hanging tough in the pocket and waiting for your receivers to get open. Try a few shots downfield each game, because his arm has the range.

ITEM 3

TOM BRADY

Tom Brady proved last season that, despite his age, he remains a top 5 QB. Brady still has a big arm when he needs it, but he is much better off in the intermediate passing game. Brady will rarely miss short throws, which is something very important to success in Madden NFL 17.

ITEM 2

CAM NEWTON

Cam is definitely at the top of the list for a good reason. All-around Newton is just a great QB. His power and size allow him to be a large presence on the field, taking over the offense with incredible strength. He's not the fastest QB, but he often doesn't need to be because he sees opportunity before most.

ITEM 1

AARON RODGERS

By far, Aaron Rodgers is the best QB for MUT. Although you my want to keep to a West Coast scheme, he will fit in any scheme you set up. Rodgers can handle himself in almost any situation, both physically and mentally. Because of his power and accuracy, building targets for him to hit will be the only challenge. If you get the chance to take Aaron Rodgers, don't hesitate!

Madden Ultimate Team

Top 5 Halfback Items in MUT

Most players utilize a run-first offense early in the season while they are still looking to build confidence in their passing game. This year, both power backs and elusive backs can be effective with the right play calls. Consider grabbing a backup who is a solid receiver for third downs. However, if you get one of these elite backs, you should let him carry the load for the offense.

ITEM 5

MATT FORTE

Forte is a great back who can do many things when given the opportunity. If you can build a talented offensive line around him, use his power to beat the secondary for long gains. Forte is an every-down back who can take your team pretty far.

ITEM 4

JAMAAL CHARLES

Jamaal Charles is an excellent back, and not just because of his breakaway speed. Charles also has excellent hands out of the backfield and is one of the best route runners in MUT. If he gets matched up against a linebacker, he will win almost every time.

ITEM 3

DOUG MARTIN

Doug Martin is extremely agile and has the speed to match. He can easily cut corners and change lanes in a heartbeat, making him difficult to track. Overall he is a great value to any team.

ITEM 2

ADRIAN PETERSON

Adrian Peterson can defeat tacklers with both power and elusive moves, which makes him one of the most versatile backs in Ultimate Team. To prevent fumbles, make sure to cover up the ball, and avoid taking unnecessary hits.

ITEM 1

LE'VEON BELL

Bell is a powerful runner with a great arsenal of moves to defeat tacklers. While most power runners tend to be straight-ahead-style players, Bell can quickly cut and change lanes. He also is an every-down back, which provides great value to any team.

Madden Ultimate Team

Top 5 Receiver Items in MUT

A dominant WR is a real force in Madden NFL 17. These elite-level players can bail your QB out on a bad throw and make some spectacular plays. Continue to feed these players the ball until the defense commits to double-teaming them. They may be covered, but they are always open!

ITEM 5

DEANDRE HOPKINS

DeAndre Hopkins is a solid receiver who will come through for you in a pinch. Whenever he is open, throw to him. Even though he deserves to be in the top 5, he will not get open as often as the rest of those on the list. However, with a high Spectacular Catch rating, he doesn't necessarily have to be open all the time.

ITEM 4

A.J. GREEN

A.J. Green has the power and the size to beat most CB matchups. Along with his size, he is also extremely fast, making him a receiver you can expect to excel on your team without much support, but it does make him a target on the field.

ITEM 3

ODELL BECKHAM JR.

Beckham has had a great first couple seasons in the league and quickly showed off his top 5 talent. Beckham is an all-around talent and has the added bonus of making highlight-reel plays for your offense. If you want spectacular catches, this is your receiver.

ITEM 2

JULIO JONES

Julio Jones is capable of making every catch type look routine. With a great blend of size and speed, Julio is like a combination of A.J. Green and the more powerful Demaryius Thomas. Jones has everything in one package and can beat nearly any DB one-on-one.

ITEM 1

ANTONIO BROWN

Brown is an excellent choice for the top receiver spot because he really benefits from the RAC (run after catch) move in Madden NFL 17. Brown can run any type of route, so use all the different types of catches to ensure he earns his number one spot.

Madden Ultimate Team

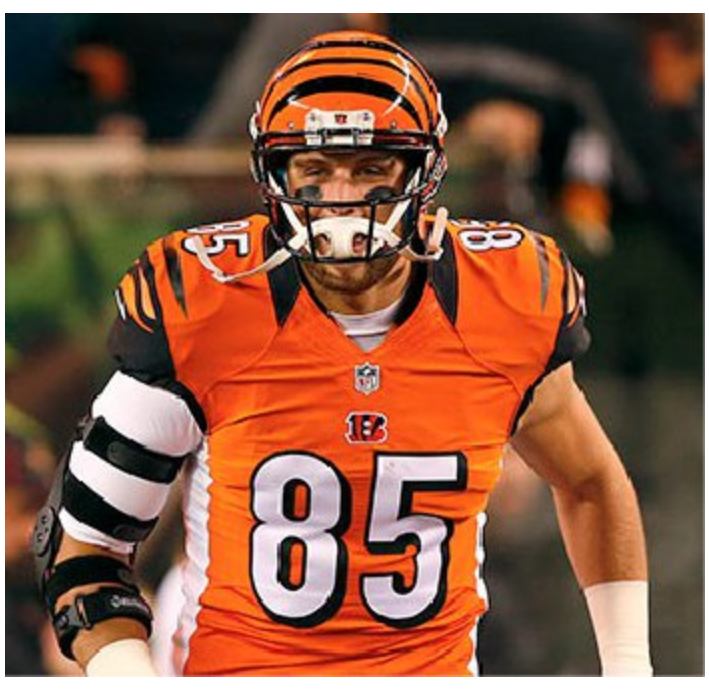
Top 5 Tight End Items in MUT

Tight ends in Madden NFL 17 are some of the biggest and fastest players in the game. Use them to give your scheme a new level of options and deception. Will you keep your TE in to block or split him out wide in the red zone to use his size advantage? By moving these stars all over your formations, you can truly attack the defense anywhere.

ITEM 5

JIMMY GRAHAM

Graham is hands down the biggest and best receiving option in Ultimate Team, and he will really benefit from the offense's ability to throw high-point passes. Graham can line up anywhere in a formation and win a matchup against any type of defender. Make sure to use aggressive catches to get big over the defense!



ITEM 4

TYLER EIFERT

Tyler Eifert is a double threat because he can catch and run the ball when needed. He provides versatility to your MUT team, so picking him up can definitely round out your scheme. Eifert is good for short yardage, especially if he runs over the top.

ITEM 3

DELANIE WALKER

Delanie Walker has the experience and awareness to read the field and take over almost any situation. Not only will he find his openings, but Walker has great hands, making him reliable and a great choice for the top list of tight ends.

ITEM 2

GREG OLSON

Olsen is one of the best options in the game for players who can't grab Rob Gronkowski. Olsen can block and run every route that his peers can. He will also hang on to passes in traffic and has the size to steal even a bad throw from the QB away from the defense.

ITEM 1

ROB GRONKOWSKI

Gronk is the best TE in Ultimate Team because he can simply do it all. He is a beast when it comes to run blocking, but can also run crisp routes even with his incredible size. He has the speed to attack the seam and the size to pull aggressive catches down over defenders.

Madden Ultimate Team

Top 5 Defensive Linemen Items in MUT

Defensive linemen are often overlooked in MUT, but their ability to get pressure on the QB can make defending the passing game so much easier. Keep an eye out for players who have the strength and block shedding to stop the run, as they can be tough to find. While most players have one skill, the best of the best are all-around forces the offense must pay attention to on every snap.

ITEM 5

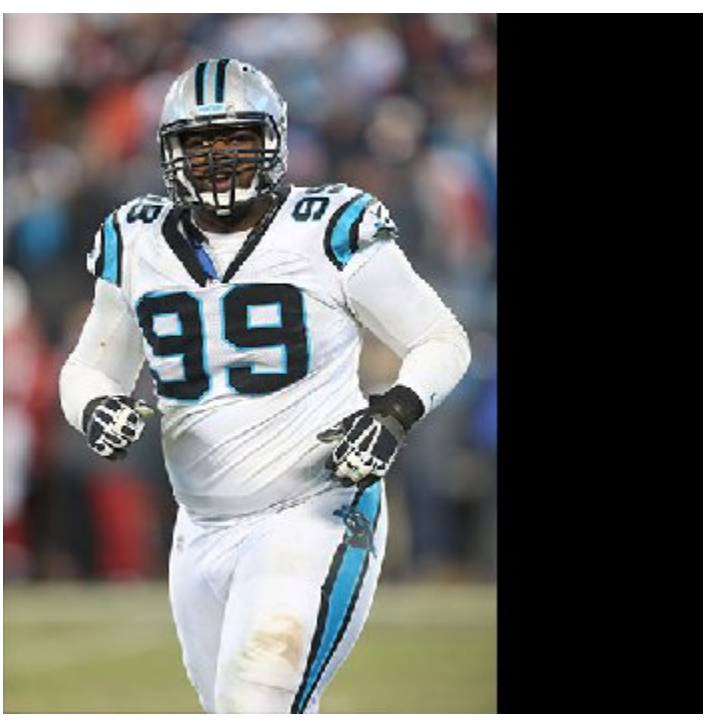
MUHAMMAD WILKERSON (LE)

Wilkerson has a rare combination of size and power that allows him to attack any tackle in the game. He is capable of bringing down not only QBs with his great pursuit, but also ball carriers. Make sure to keep Wilkerson in a 4-3, where he will really excel at rushing off the edge.

ITEM 4

NDAMUKONG SUH (DT)

Suh is an ideal defensive tackle in the 4-3 and will easily clog up rushing lanes. He becomes a nightmare for the offense is on third and long, where he can use his elite pass-rushing moves to get after the QB. Suh will consistently destroy even elite interior linemen.



ITEM 3

KAWANN SHORT (DT)

Kawann Short is perfect for 4-3 teams that want to get after the passer all game long. Short has an array of moves capable of stopping the run and getting pressure on passing downs. Try switching up his assignments to take advantage of elite athletic ability.

ITEM 2

AARON DONALD (DT)

Aaron Donald is a great defensive tackle who has enough strength to stop the run but also can get after the passer. Players like Donald are rare, so hang on to them and understand their value.

ITEM 1

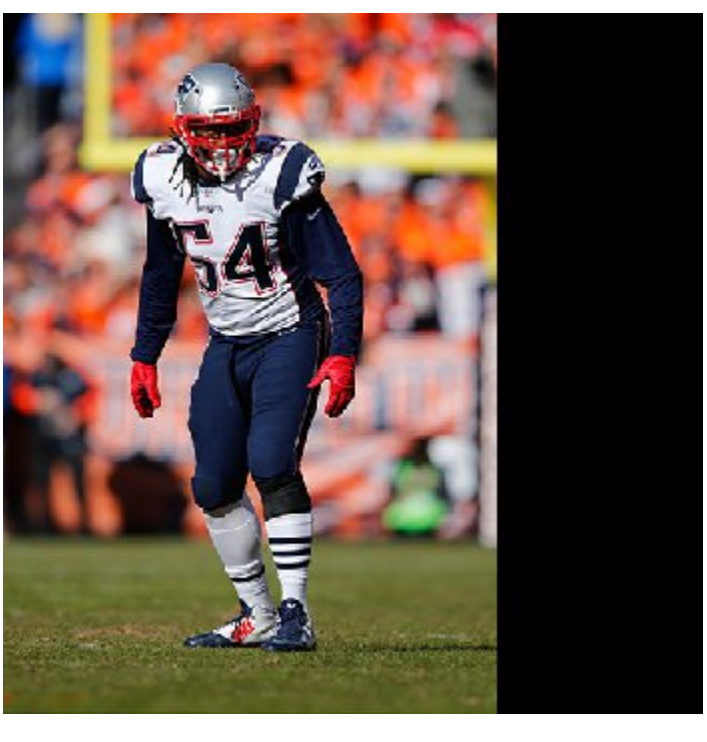
J.J. WATT (RE)

Watt is hands down the best defensive item in Ultimate Team due to his ability to play any position on the defensive line. Watt can terrorize defenses from a 3-4 or 4-3 look and has the quickness to get pressure from the inside or the outside. He is a great run stopper and can even score off turnovers.

Madden Ultimate Team

Top 5 Linebacker Items in MUT

Finding a great LB who can control the middle of the defense or rush off the edge is imperative to building a great defense. Make sure to determine if you have a 3-4 or 4-3 defense, because it will impact the number and type of players you need. OLBs are some of the most versatile players in the game because they can rush the passer, drop into coverage, or even drop down to defensive end. You can never have enough studs at the LB position in Madden NFL 17.



ITEM 5

DONT'A HIGHTOWER (ROLB)

Hightower is not only capable of rushing the passer and delivering big hits, but he also does a great job in the run game. From his ROLB position, he can stop any edge runs before they get outside.

ITEM 4

KHALIL MACK (LOLB)

Mack has tremendous strength and speed and he can unleash devastating hits that force turnovers. He is a great choice in a 4-3 defense to mix in man coverage and slow down routes to the TE.

ITEM 3

JUSTIN HOUSTON (LOLB)

Houston is built to rush the passer from the 3-4 defense. However, he is so talented and strong that even a 4-3 defense could use him at defensive end to get pressure. No matter what defense you like to play, unleashing him at the QB is a smart idea.

ITEM 2

LUKE KUECHLY (MLB)

Kuechly is one of the smartest defenders in MUT and is perfect for zone coverage. Leave him in a hook zone over the middle and allow his play-recognition skill to do the work. He is a sure tackler and will lock down anything that comes through his area.

ITEM 1

VON MILLER (LOLB)

Miller has excellent pass-rushing moves to go along with his speed and hit power. Miller is the best because he can drop into coverage or rush the passer, and the offense can’t key on him! Miller is so excellent that either a 3-4 or 4-3 defense will work for him.

Madden Ultimate Team

Top 5 Cornerback Items in MUT

Cornerbacks have an all-new value in Madden NFL 17 because now they can become playmakers, and they will have a much better awareness for Zone Defense. An elite CB who can take away a number one WR on his own will make your entire defense better. Look for players who have a high Man Coverage or Zone Coverage rating, depending on what style you want to play. Interceptions should be on the rise this season, and finding a CB who can get into position will be a big bonus.

ITEM 5

AQIB TALIB

Talib is one of the most physical secondary players in Ultimate Team. While he isn't enormous, his ability to press receivers at the line lets him match up with bigger players.

ITEM 4

CHRIS HARRIS

Harris is the perfect option to match up against smaller receivers who try to use superior route running to get open. If you place Harris in the slot on man coverage, he will completely lock down any quick passes over the middle and frustrate your opponent.

ITEM 3

PATRICK PETERSON

Patrick Peterson is one of the most athletic CBs in the game, and he has the size to match up with nearly any receiver. Players who like to play man defense can look for him to be a lockdown player. If you like to mix it up a bit more, go with the more balanced but smaller Joe Haden.

ITEM 2

JOSH NORMAN

Norman is extremely balanced and can play nearly any type of coverage for your defense. Take advantage of his ability to get up at the line and slow down receivers. Mix in plenty of man coverage to get your value.

ITEM 1

RICHARD SHERMAN

Sherman is always one of the most popular players in MUT because of his ability to stop bigger WRs from catching balls downfield. He often turns into a playmaker of his own and can even turn defense into offense with interceptions.

Madden Ultimate Team

Top 5 Safety Items in MUT

Knowing what to look for in a safety can completely change the way you play defense in Madden NFL 17. A great coverage safety can quickly cover ground and make plays that will frustrate the offense. A hard-hitting safety can drop down into the box and make the offense think twice about running the ball. Use these players to disguise your defense and force turnovers, which will have you winning more games.

ITEM 5

EARL THOMAS III (FS)

Thomas is an ideal safety for defenses that like to play a Cover 3 or commit their strong safety up in the box to stop the run. Thomas has the speed and ability to recognize plays as they are happening, which helps him play almost like two defenders in one.

ITEM 3

ERIC BERRY (FS)

Berry has decent size and always seems to be around the ball making plays. You can rely on Berry no matter what type of defense you want to play. He has good hit power and is a sure tackler at the free safety spot, which can be rare.

ITEM 3

KAM CHANCELLOR (SS)

With his size and hit power, Chancellor is one of the most intimidating players in Madden Ultimate Team. He is basically like an extra LB up in the box, but he can also match up with most TEs in the game and can slow down routes over the middle.

ITEM 2

TYRANN MATHIEU (FS)

Smith is a very young talent who is quickly getting lots of attention. The Honey Badger is the perfect safety for Cover 2 man defenses because he has great zone coverage and the size to get over and help his corners.

ITEM 1

RESHAD JONES (SS)

Jones's stock has been climbing consistently in Ultimate Team, and now he has cracked the top 5 with a great ability to be a stout defender in the run game. Jones has a good combination of pursuit and hit power that leads to him being a sure tackler.

Madden Ultimate Team

Top 5 Ways to Maximize Your Coins

Earning coins is one of the keys to building your ultimate team. Think about what your goals are when you start saving up your coins. Are you looking to be a head-to-head player or grind out solo challenges vs. the CPU? Are you mainly into MUT for the collecting aspect and want to complete sets? Your focus will change your path slightly, but it doesn't change the fact that having more coins is always better than having fewer coins. By keeping a solid reserve of coins available, you will always be ready to pounce on deals and keep building your stack.

WAY 5

GRIND OUT SOLO CHALLENGES

New players are always looking for the quickest ways to earn coins, and solo challenges are a great place to start. There are plenty of great challenges that match your skill level early in the game and allow you to start building up to bigger rewards. Take a day or two and work on completing as many as you can; the sooner you get them done, the more valuable the rewards will be. You should be able to get your time for each game down to a science and really maximize your coins.

Playing head-to-head seasons is a great way to earn coins, too. The rewards get bigger the higher you climb.

WAY 4

PLAY THE PROMOS

There are always great opportunities to build up your coins during promo events when new items come onto the market. Often you get rewards that go into sets, but instead you could flip yours for coins, especially if the reward doesn't interest you. Consider what the best path to making coins is and try to capitalize.

If a reward is a player who doesn't fit your team, you can always auction him on the market!

WAY 3

PULL PACKS

Opening packs is one of the best parts of building your ultimate team. The more packs you open, the more chances you have to get back valuable items that you can either use in your lineup or sell to the highest bidder at the Auction House. Manage your binder and try to get your value back from nearly all the items you pull (not just players). By spending some time checking the market, you can find some players who return more than you expect! Use all the filters available when searching to find the best deals, and then consider flipping your purchase for coins if you find a great deal.

Check the bundle topper to see if it's something you can use for your team or on the market.

WAY 2

PLAY THE WAITING GAME

For most player items in MUT, the longer you wait to pick them up on the market, the less they will cost. Over the course of a season, new content comes out each day that can lower the price of older items. Be patient and figure out the true positions, ratings, and players who are worth spending on for your scheme. If you really value QB items, consider getting the latest and greatest item, but know that you will likely spend some extra coins to get it on day 1. This also goes for players you test out and don't want to keep, so make sure to post them back as soon as you know they aren't a fit for your lineup to get as much value back as possible.

It can be tough to keep up with the newest items for a whole season, but you can look for similar items that may be a week or two older to save coins.

WAY 1

BE READY FOR SETS

The wealthiest players in MUT are the best at managing their binder and being ready for new sets to drop. They keep track of all the content in a notebook or online and are ready to strike while the values are at their peak. Consider holding on to certain items in your binder and waiting to sell when they are at their peak value, like in a set. By keeping an eye on the market each day, you will start to learn how things fluctuate each week, and you can quickly get well on your way to becoming a MUT millionaire.

Keeping an eye on social media is a good way to hear about the newest sets and items in MUT!

Madden Ultimate Team

Top 5 Solo Challenge Tips on Defense

TIP 5

USE FORMATION SUBS

It will cost you coins in the long run to keep additional players on your roster, even on the bench. A big key to fielding a great team is to get value from every position. Aim to build your lineup to fit your most important defensive set and then use formation subs at the play-calling screen to fit players in. For most solo challenges, you shouldn't need a full roster of backups to defeat the computer consistently. You can pay up front for a highly rated player who can do it all or pick up two lower-rated players who can each do one thing well and then sub them in to maximize their ratings.

Build your defense around your favorite formation and use it on over half of your play calls.

TIP 4

FIND A USER DEFENDER

Look for a big, fast defender with poor play recognition to user-control on your defense. By taking control of him, you can react to plays quickly once you read what the opponent is doing. This is a great way to take a lower-rated player and increase his level of play. It should help you save coins in one area so that you can spend them on a position like CB to match up with an opponent's number one wideout.

You always want to user-control the most vulnerable area of your defensive play call!

TIP 3

STUFF THE RUN

Stopping the run on early downs is crucial to getting the offense in a bad situation on third and long. If you don't have a solid run-defense formation that you are comfortable with, you will be vulnerable to play-action passes. Make the computer run everything inside by spreading your defensive line in early downs. Their best runs will come if you lose containment to the outside, so protect there early. If you get them to a short-yardage situation, then look for the up-the-middle run. Keeping the ball in your possession during solo challenges really speeds them up, and stopping the run is important.

Run-committing is rarely needed, but it can be a big win on third and short if it forces a punt.

TIP 2

LEARN CONCEPTS

Keep an eye on the game situation and formation that the computer is calling to give you some potential information about what play they are looking to call. On third and short, they are more likely to call a concept like stick, where you will want to be ready to jump underneath and shade your coverage down. On third and long, they are more likely to use a verticals concept, so you want to protect the deep middle, especially to the TE. You will start to recognize patterns after seeing just one route on a play, and that will let your player get into a good position. Every playbook shares similar concepts—the difference is the formation!

Using coverage shading before the snap is extremely important when playing the CPU and using zone coverage.

TIP 1

GET A BLITZ

Getting opponents to third and long is the key to winning solo challenges. It will make them one-dimensional and force themto pass the ball, which allows you to blitz. Learn how to sneak a slot CB in on a blitz off the edge, and the QB can either dump it off for a short gain or hold the ball and take a sack. This can also lead to turnovers, which is the quickest way to get a victory.

Make sure you have a secondary blitz call that can get in when an opponent blocks the HB!

Madden Ultimate Team

Top Offensive Budget Items in MUT

Early in the season, coins and elite players are at a premium. The key to getting ahead is to find some lower-rated players who can perform at a high level when placed into the right lineup and scheme. Here are some of our favorite offensive players if you are looking to build up your budget offense. Use these players to their strengths, and they should deliver you plenty of wins early in the season to get your team on the right track.

BUDGET OFFENSIVE DEPTH CHART

GOLD

SILVER

QB

Marcus Mariota

Tarvaris Jackson

Ryan Mallett

HB

Todd Gurley

Matt Asiata

FB

Dorin Dickerson

WR

Dorial Green-Beckham

DeSean Jackson

Jeff Janis

Justin Hardy

Brian Hartline

TE

Phillip Supernaw

James Hanna

LT

Matt Kalil

LG

Laken Tomlinson

C

Daniel Kilgore

RG

Todd Herremans

RT

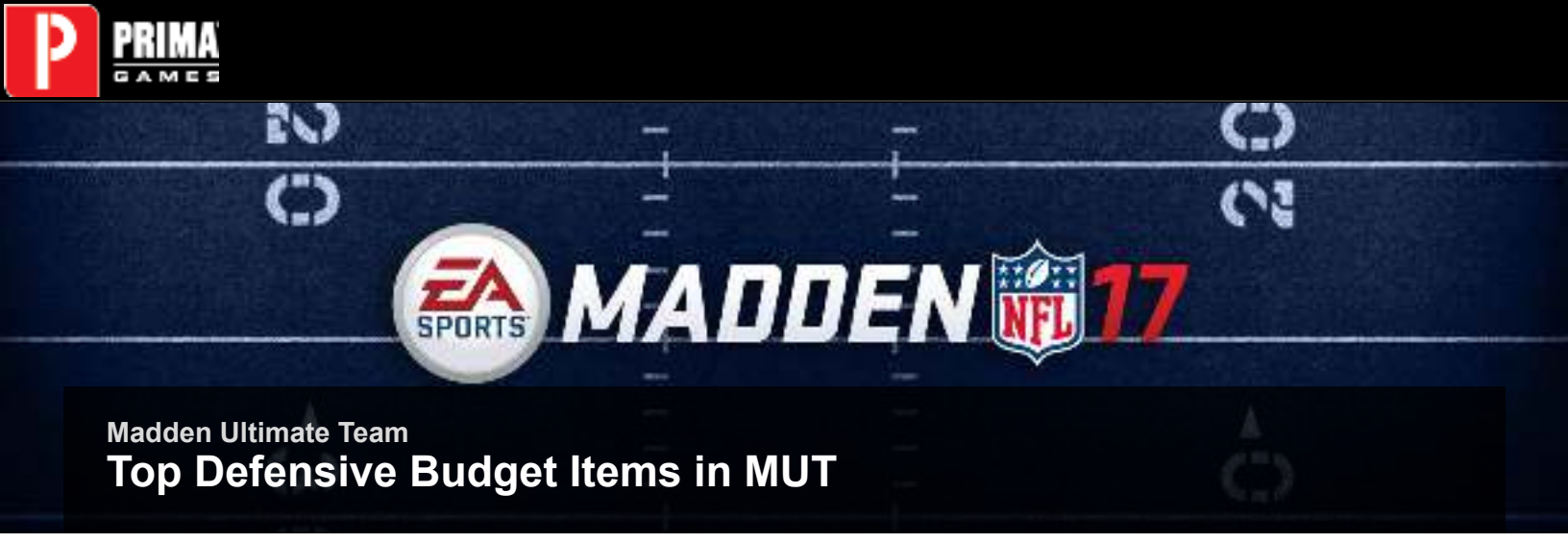
D.J. Fluker

BUDGET OFFENSIVE PLAYBOOKS

Chicago Bears

Houston Texans

Washington Redskins



Madden Ultimate Team

Top Defensive Budget Items in MUT

Defense is often the side of the ball that is overlooked in Madden Ultimate Team, as most players will try to light up the scoreboard first. The good news is that there are plenty of great-value players on defense who can deliver results if they fit into the right scheme and playbook. Make sure to find a good playbook and think about where you struggle. If you can't stop the run, find some strong defensive linemen to help out. Once you realize that two players can be as good as one if you're willing to make some adjustments and try new formations, you will be ready to win games with your budget lineup!

BUDGET DEFENSIVE DEPTH CHART

GOLD

SILVER

LE

Kendall Reyes

Margus Hunt

DT

Sammie Hill

Matt Asiata Jr.

RE

Mario Edwards Jr.

Vic Beasley Jr.

LOLB

Bruce Carter

Devon Kennard

MLB

Denzel Perryman

Stephone Anthony

ROLB

Nick Perry

Malcom Smith

CB

Trae Waynes

Philip Gaines

Zack Bowman

Antwon Blake

Chimdi Chekwa

FS

Rodnet McLeod

Dashon Goldson

SS

Shamarko Thomas

Matt Elam

BUDGET DEFENSIVE PLAYBOOKS

San Diego Chargers

New England Patriots

Oakland Raiders

Madden Ultimate Team

Top 5 Offensive Playbook in MUT

Working with a playbook that fits your offensive scheme is one of the biggest ways to improve your game in Madden Ultimate Team. Determine if you are a run-first or pass-first player and how your current team is made up. If you pull a big WR and a strong-armed QB, switch to a book that has some great plays for your playmakers. If you have a specific playbook you like that is run-heavy, consider selling those players and investing in your offensive line and an elite HB.

OFFENSIVE 5

NEW YORK GIANTS

STYLES: Long Pass, Speed Run

KEY RUN SET: Singleback Ace

KEY PASS SET: Gun Trio Offset

The Giants' playbook is excellent for players who have three receiving options and love to pass the football. Check out some of the new formations that feature players in the flex. This will make it easier to pass-block and give you the time you need to look downfield. Work screen passes into the mix to maximize your scheme.

Using formation subs at the play-calling screen is one of the keys to getting your playmakers good matchup advantages.

OFFENSIVE 4

PHILADELPHIA EAGLES

STYLES: Speed Run, Short Pass

KEY RUN SET: Gun Ace Twins Offset

KEY PASS SET: Snugs Flip

Philadelphia is an excellent playbook for gamers who want to pass the ball short to set up the run game inside. Drill the defense with quick throws to the outside to show them the flats must be covered. Once you get them thinking outside, mix in some inside zones to gash them up the middle. As long as you can handle shotgun formations, this playbook has it all.

The Eagles' 23 shotgun formations are the most of any team; you must be confident from these formations to win!

OFFENSIVE 3

SEATTLE SEAHAWKS

STYLES: Ground and Pound, Short Pass

KEY RUN SET: Gun Doubles Wing W

KEY PASS SET: Gun Wing Offset Wk

Seattle's playbook has great versatility for running the ball, depending on if you prefer to run up the middle or outside. They also can succeed with running the ball from under center, pistol, and shotgun. Work on getting the opposing defense into tough alignments, and then use a mobile QB as a backbreaker to take the ball outside. You also have some good formations to take big shots downfield, but don't risk it more than once or twice per half.

Seattle can use a power-rushing attack if you are committed to the ground game.

OFFENSIVE 2

MIAMI DOLPHINS

STYLES: Speed Run, Short Pass

KEY RUN SET: Singleback Wing Trips Open

KEY PASS SET: Gun Bunch Open Offset

Miami has some excellent spread-passing formations for players who love to use unique alignments. Call a diverse game plan to keep your opponent guessing which formation you will use next. You can keep using similar concepts over and over as long as they are coming from new formations. If you like this playbook, check out the Raiders and Vikings, too. You will have the most success with a mobile QB, so look for one in the Auction House.

The Dolphins' playbook benefits from a great wing-style TE/FB who can lead-block and catch passes in traffic.

OFFENSIVE 1

NEW ENGLAND PATRIOTS

STYLE(S): Short Pass, Long Pass

KEY RUN SET: Singleback Tight Slots

KEY PASS SET: Gun Split Close Pats

The New England Patriots have some excellent formations for players who love to pass the football. If you have a big TE/WR, you will enjoy the options on the outside for iso matchups. This playbook also does a nice job working with a WR using RAC over the middle. Keep your completion percentage high and work on short passes to move the chains.

Madden Ultimate Team

Top 5 Defensive Playbook in MUT

The key to selecting a winning playbook is to match it to your defensive style. Think about if you would rather have a 3-4 or 4-3 base and go from there. Find a good formation that you feel comfortable using to stop the run. Consider what coverage style you like to play and how you will bring pressure on third down from your nickel and dime sets. Once you have answered these questions, picking the right defensive playbook to win you more games becomes easy! There is no problem with changing between playbooks, as many have similar concepts and can give you the edge you need.

DEFENSIVE 5

NEW ORLEANS SAINTS

BASE: 3-4

STYLES: Zone Defense, Pass Rush

RUN DEFENSE SET: 3-4 Bear

PASS DEFENSE SET: Big Dime 1-4-6

The Saints' defense has a multitude of 3-4 formations that can keep opponents guessing where the pressure is going to come from. It also has some of the best passing defenses in the game if you like to have four CBs on the field at once. Keep bringing heavy pressure off the edges to get the most out of it.

Test out Cover 2 man this season and see if your opponents have what it takes to beat it consistently.

DEFENSIVE 4

DALLAS COWBOYS

BASE: 4-3

STYLES: Pass Rush, Run Stuf

RUN DEFENSE SET: 46 Bear

PASS DEFENSE SET: Big Dime 4-1-6

The Cowboys' playbook requires an excellent strong safety to maximize its effectiveness. If you land a great one and prefer an aggressive 4-3 style, this is the playbook to try out. Take advantage of all the unique ways to get your secondary defenders up in the box and force opponents to try to spread you out.

The 46 Bear is one of the best formations in the game for aggressive players!

DEFENSIVE 3

GREEN BAY PACKERS

BASE: 3-4

STYLES: Pass Rush, Man Defense

RUN DEFENSE SET: 3-4 Solid

PASS DEFENSE SET: Big Dime 2-3-6 Will

For a 3-4 player, the Packers' defense has a great mix of formations that should have them feeling comfortable. There are plenty of great nickel formations, which will get an extra CB on the field to help slow down all the new passing features. The only thing missing is the 3-4 Bear, which can be a solid formation in the red zone and on third and short.

Green Bay has the Nickel Psycho formation, which can bring heavy pressure if you have lots of LBs!

DEFENSIVE 2

MINNESOTA VIKINGS

BASE: 4-3

STYLES: Run Stuff, Zone Defense

RUN DEFENSE SET: 46 Normal

PASS DEFENSE SET: Nickel 2-4-5

The Vikings' playbook is perfect for players who prefer to play heavy zone coverage from the 4-3. The 46 Normal should figure heavily in your game plan, as early offenses may struggle to spread it out. Keep switching between the Cover 2 and Cover 4 Show 2 looks to really maximize your game plan.

The Vikings have the 46 Normal formation, which can frustrate opponents.

DEFENSIVE 1

NEW ENGLAND PATRIOTS

BASE: Hybrid 3-4/4-3

STYLES: Run Stuff

RUN DEFENSE SET: Nickel 2-4-5 Double A Gap

PASS DEFENSE SET: Nickel 3-3-5 Odd

The Patriots' defensive playbook is the only team playbook that has both 3-4 and 4-3 fronts. This allows you to mix up your looks and experiment with different lineups. Make sure to learn all of the nickel formations to really maximize the blitzes you can bring on third down.

If you have extra defenders at DE and LB, consider using the Patriots' playbook.

Fantasy Football

What Is Fantasy Football?

Do you have what it takes to put together a winning football franchise? *NFL.com Fantasy Football* gives you the perfect chance to find out. Fantasy football, like other fantasy games, puts you in the front office and on the sidelines as general manager and coach of your team. You select from a list of the best players in the NFL, and they compete on a weekly basis for your team. Their on-field performance drives your fantasy point total and overall success.

Specifically, fantasy football works like this: You decide what type of league you want to participate in, acquire a roster of players (either through a draft or through autopick assignment), then set your lineup each week during the season and watch as touchdowns, field goals, yards gained, sacks, interceptions, and much, much more generate fantasy points for and against your team. Whether you win or lose and climb or fall on the leaderboard all depends on how well you maximize the talent on your roster each week. Will you make a risky move to start that backup running back, or will you play it safe and keep your starting lineup consistent?

From prize-eligible NFL-Managed leagues to fully customizable Custom leagues, NFL.com provides ample options to start your fantasy season. Want to compete to win official NFL prizes, including trips to Super Bowl LI and an Official NFL Gear Shopping Spree? Join an NFL-Managed league, where you will go head-to-head against other NFL fans across the country for the right to be called a league champion. Or are you looking to fully customize your fantasy experience, from the league and scoring settings to the users you will compete with on a weekly basis? Create your Custom league today and invite friends, family, coworkers, and anyone else to compete in a season-long fantasy battle on NFL.com. Exclusive NFL.com Fantasy Football features, including instant video highlights and free Fantasy Game Center Live Scoring, await in all NFL.com fantasy leagues.

Will your team earn the title of NFL.com Fantasy Football Champion this season? Find the right settings to suit your interests and start building your winning franchise today!

EXCLUSIVE FEATURES

- Free Live Scoring with Instant Video Highlights
- Free, Mobile Apps
- Draft Client with iPad Support
- Expanded Mock Drafts
- Roster Options
- Fantasy Guru
- Ultimate Experience Prizing Leagues
- Advanced Stats and Data
- Alerts and Notifications
- League Power Rankings

UPGRADED FEATURES

- Mobile Apps
- Fresh Look and Faster Gameplay
- Interactive Fantasy Genius Community
- Improved Research Section
- And More Coming Soon

Fantasy Football

Why Choose NFL.com Fantasy?

If you want football, then go to the NFL. You will experience the only fantasy football game with exclusive NFL access through Instant Video Highlights, Player Comparison Tool using SAP technology, and more. NFL.com Fantasy Football brings you closer to the sport you love, because here at the NFL, football is all we do.

The NFL.com Fantasy Football experience was built from the ground up to suit all types of fantasy players, regardless of experience or skill. Fantasy rookies will enjoy the user-friendly experience, while fantasy football fanatics dive into ground-breaking features. Sign-up is easy, and NFL.com Fantasy Football is absolutely free to play.

Fantasy Football

Scoring Settings (NFL-Managed)

NFL-Managed leagues feature NFL.com default scoring and league settings, including standard roster sizes, starting positions, and head-to-head scoring. All NFL-Managed leagues are free to join, and team owners can opt-in to be eligible to win great prizes based on their season performance. NFL.com will act as league manager for NFL-Managed leagues, ensuring a fair, fun game for fantasy players of all skill levels. Users can join either Live Draft NFL-Managed leagues from the League Directory or create an Autopick team that will be placed in a league and drafted when you are ready.

These are the default scoring settings used in all NFL-Managed Leagues:

OFFENSE

- **Passing Yards:** 1 point per 25 yards passing
- **Passing Touchdowns:** 4 points
- **Interceptions:** -2 points
- **Rushing Yards:** 1 point per 10 yards
- **Rushing Touchdowns:** 6 points
- **Receiving Yards:** 1 point per 10 yards
- **Receiving Touchdowns:** 6 points
- **Fumble Recovered For A Touchdown:** 6 points
- **2-Point Conversions:** 2 points
- **Fumbles Lost:** -2 points

KICKING

- **PAT Made:** 1 point
- **FG Made (0-49 Yards):** 3 points
- **FG Made (50+ Yards):** 5 points

DEFENSE

- **Sacks:** 1 point
- **Interceptions:** 2 points
- **Fumbles Recovered:** 2 points
- **Safeties:** 2 points
- **2-Point Return:** 2 Points
- **Defensive Touchdowns:** 6 points
- **Kick And Punt Return Touchdowns:** 6 points
- **Points Allowed (0):** 10 points
- **Points Allowed (1–6):** 7 points
- **Points Allowed (7–13):** 4 points
- **Points Allowed (14–20):** 1 points
- **Points Allowed (21–27):** 0 points
- **Points Allowed (28–34):** -1 points
- **Points Allowed (35+):** -4 points

Fantasy Football

Head-to-Head Scoring Format

All NFL.com Fantasy Football leagues feature head-to-head scoring. As in the games that take place across the NFL each Sunday, your team will be matched up against another team within your league. Similar to an NFL game being decided on the field with the team scoring the most points earning a win, your fantasy matchup behaves accordingly.

Based on your NFL-Managed league scoring settings, your team will earn points based on the actual statistics and results played out in the NFL that week. If your team scores more points than your opponent, you earn a win in the league standings. Fewer points? Take a loss. And if your game ends in a tie (you guessed it) it's a tie in the overall standings.

Fantasy Football

League Settings

These default league settings are used in all NFL-Managed leagues.

- **Teams:** 10
- **Divisions:** None
- **League Viewable By Public:** No
- **Undroppable List:** NFL.com Fantasy Default List
- **Maximum Acquisitions Per Season:** No Maximum
- **Maximum Acquisitions Per Week:** No Maximum
- **Trade Limit Per Season:** No Limit
- **Trade Review Type:** League Votes
- **Waiver Period:** 1 Day
- **Waiver Type:** Weekly Reset, Inverse Order of Standings
- **Post-Draft Players:** Follow Waiver Rules
- **Roster Lock Type:** Players Lock at Individual Game Time
- **2016 Keeper Settings:** None
- **Starting Positions And Roster Size:** Nine Starters (QB, RB, RB, WR, WR, W/R Flex, TE, K, DEF) and Six Bench Players

Fantasy Football

NFL-Managed Draft Types

NFL-Managed Leagues use one of three draft types: Live Online, Autopick, or Offline.

LIVE ONLINE DRAFT

A Live Online Draft allows you to select a full fantasy team, live, round-by-round in an interactive environment. The draft client features comprehensive stats, analysis, and chat functionality, all packaged in a user-friendly interface. In this draft application you can rank your players in real time, adding them to a queue that will update as players are taken by other teams in the league. You can search for players or filter the available players by position so that you can make fast, easy, and informed decisions to fill out your roster. When you have found the perfect selection, click “Draft Now” and the player you selected will be assigned to your team. You can track all of the action by round and by individual team, all in one place inside the draft application.

AUTOPICK DRAFT

The Autopick Draft makes selections based on NFL.com fantasy experts’ default rankings or a team owner’s established rankings. This draft type is an excellent choice for beginners, as well as for leagues that can’t agree on a live draft time. In an Autopick Draft, players are assigned to your team automatically. NFL.com helps you fill your roster, either by going strictly off your Pre-Rank Draft list and Excluded Players list or by selecting the best available player at an open position of need on your roster. Select a day and time for your Autopick Draft, and that’s all you need to produce a league full of fantasy teams for owners to manage as they see fit.

OFFLINE DRAFT

Use Offilne Draft if your league conducts its draft outside of NFL.com. The Offline Draft option allows you greater flexibility in completing your draft. For example, your league could complete a draft over multiple days, whether it’s done in person or through other electronic means. After completing your league’s draft, use the “Submit Offline Draft Results” tool in the League Manager Tool section of Manage Tools to input the players for each team.

EA SPORTS MADDEN NFL 17

Fantasy Football

Top 5 Must-Have Players

PLAYER 5

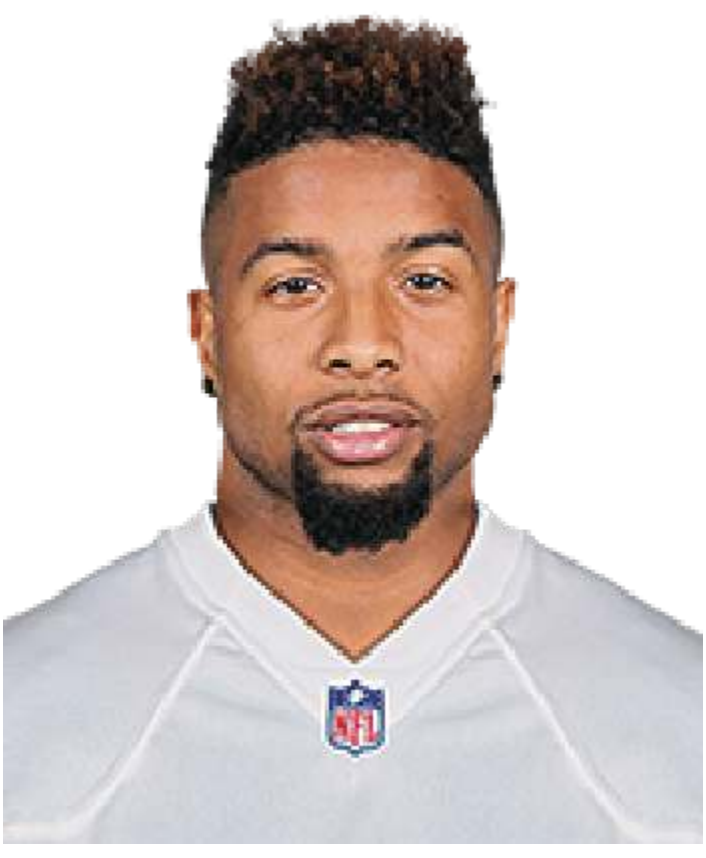
AARON RODGERS (QB), GREEN BAY PACKERS

Though wide receivers and running backs should be your first priority, when you are ready to pick up a quarterback, Aaron Rodgers is the man for you. Sure, Cam Newton had an amazing year last season, but the Packer is ready to return to form. With a healthy receiving corps and the addition of tight end Jared Cook, Aaron Rodgers should return to the top of the scoring charts. He definitely has the potential as he has finished first or second among quarterbacks in six out of the last eight seasons.

PLAYER 4

TODD GURLEY (RB), LOS ANGELES RAMS

Coming off a stellar rookie season with over 1100 yards and 10 touchdowns, Todd Gurley has the potential to be the top Running Back in his second year. If the Rams fall behind, he will likely receive fewer touches, but the team should still use him a lot early in the game. With Le'Veon Bell sitting out the first four games due to suspension, choose Gurley as your first back.



PLAYER 3

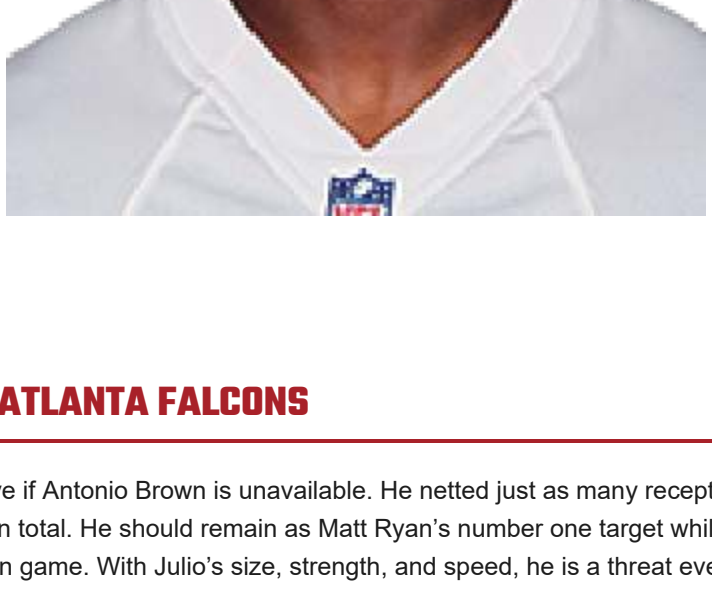
ODELL BECKHAM JR. (WR), NEW YORK GIANTS

Odell Beckham is another great choice as your first draft pick. His first two seasons saw stellar numbers in receptions, passing yards, and touchdowns, and there is no sign of him slowing down in 2016 with the Giants up-tempo offense. Sterling Shepard was added to the receiving corps in the off-season, which could possibly free up OBJ for more receptions.

PLAYER 2

JULIO JONES (WR), ATLANTA FALCONS

Julio Jones is a great alternative if Antonio Brown is unavailable. He netted just as many receptions as the latter, while falling just short of Brown's touchdown total. He should remain as Matt Ryan's number one target while Devonta Freeman keeps the defense off balance with the run game. With Julio's size, strength, and speed, he is a threat every week. Expect big numbers with Julio Jones on your team.



PLAYER 1

ANTONIO BROWN (WR), PITTSBURGH STEELERS

Topping the scoring charts for wide receivers the last two seasons, there is no reason to think that Antonio Brown won't improve on these stats this year. With Ben Roethlisberger at the helm and Le'Veon Bell moving the ball on the ground, points should come quick and often for Brown. If Roethlisberger remains healthy throughout the season, the receiver has a good chance to tally 150 receptions for the season. If at possible make him your first pick, but do not expect him to hang around too long.

MADDEN NFL 17

Fantasy Football
Top 5 Sleepers

SLEEPER 5

DONTE MONCRIEF (WR), INDIANAPOLIS COLTS

Donte Moncrief showed great promise in his rookie year and continued to improve last season, but has disappointed as a fantasy draft pick. With Andrew Luck fully healthy and a couple of key targets gone, this could be a breakout season for Donte. He is a worthy middle-round pickup who has the potential to get 1000 receiving yards. Watch out, though, as he could be snatched up before this point.

SLEEPER 4

JAY CUTLER (QB), CHICAGO BEARS

With some work done on the offensive line and new head coach John Fox, Jay Cutler could have an even better season than last year. Kevin White joins the team after not playing last season and Alshon Jeffery is back to full health. These high-powered wide receivers give Cutler better options up the field. There is definitely some risk in picking Cutler as he has struggled with turnovers in the past and the offensive line has lost key veterans, but he can be that sleeper quarterback that gives you a few good weeks.

SLEEPER 3

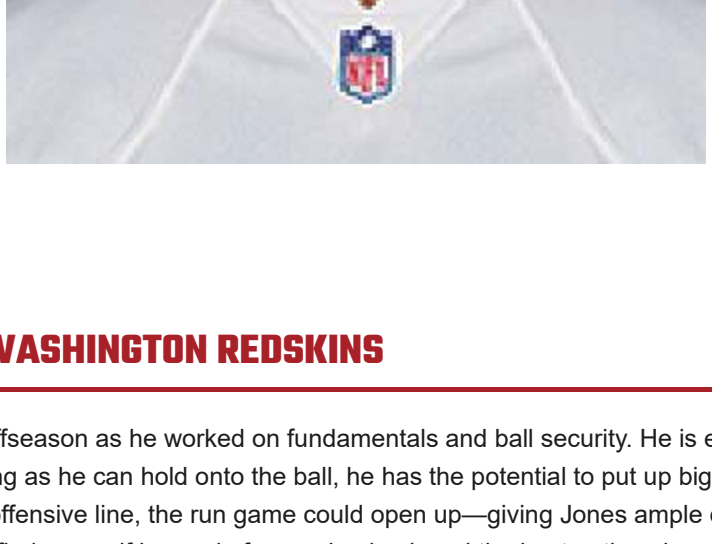
JARED COOK (TE), GREEN BAY PACKERS

Jared Cook may have come up short in past years, but with Aaron Rodgers throwing him the ball; this may just be his year. He should be fully healthy from foot surgery and is expected to be a starter along with Richard Rodgers. He may not play every down, but he has a chance to be a key target for Rodgers. With his size and speed, Cook gives the Packers the tight end option they lacked last year.

SLEEPER 2

MATT JONES (RB), WASHINGTON REDSKINS

Matt Jones had a productive offseason as he worked on fundamentals and ball security. He is expected to be a big part of Washington's run game. As long as he can hold onto the ball, he has the potential to put up big numbers. With their exellent receiving corps and sufficient offensive line, the run game could open up—giving Jones ample opportunity to gain yardage. He may be worth a shot if you find yourself in need of a running back and the best options have all been taken.



SLEEPER 1

DEREK CARR (QB), OAKLAND RAIDERS

With an improved offensive line and some good weapons around him, Derek Carr is primed for a breakout season. Showing great progression in his second season, 2016 should be even better. The offensive line is built for the run and in turn may reduce pass attempts, but this should make the play action more effective and improve his efficiency. An emergence of tight end Clive Walford and high expectations for wide receiver Amari Cooper mean Carr should be able to spread the ball around and put up good yardage.

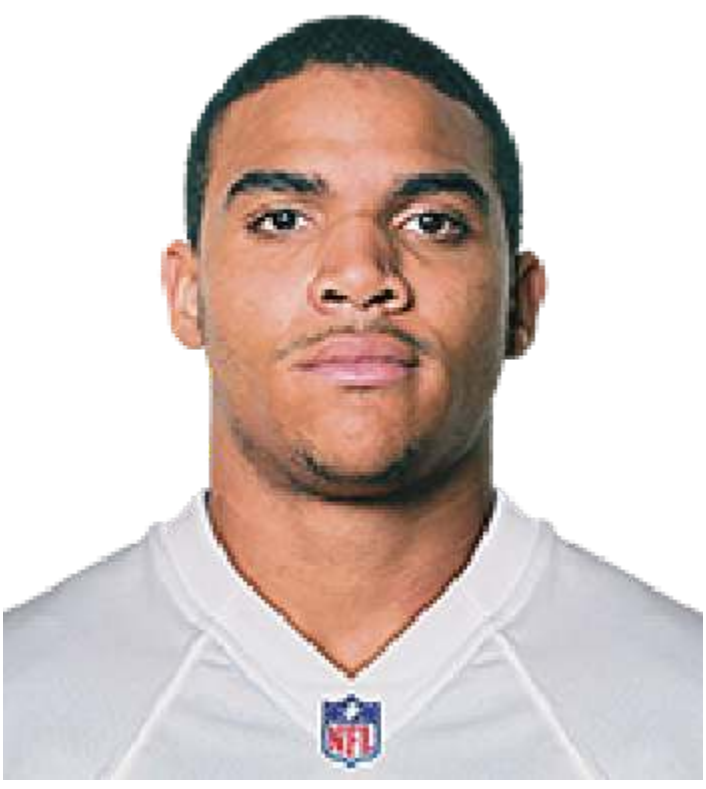
MADDEN NFL 17

Fantasy Football
Top 5 Risks

PLAYER 5

JAMAAL CHARLES (RB), KANSAS CITY CHIEFS

Jamaal Charles has been one of the best running backs in the last several years, but past injuries and the fact that he turns 30 this season could result in lower stats as he moves past his prime. A good amount of the Chiefs' offense goes through him, so if he's feeling good, he could still be productive. He is not necessarily a bad pick, but it may be best to use your early picks on safer options.



PLAYER 4

JORDAN REED (TE), WASHINGTON REDSKINS

Jordan Reed had a great breakout season in 2015 with 952 yards and 11 touchdowns, placing him very high among tight ends. He is the favorite target of Kirk Cousins and has the potential for a big year. A rough, injury-prone past makes him a risky choice, though. He's not a bad selection for your tight end, but look for better and safer picks.

PLAYER 3

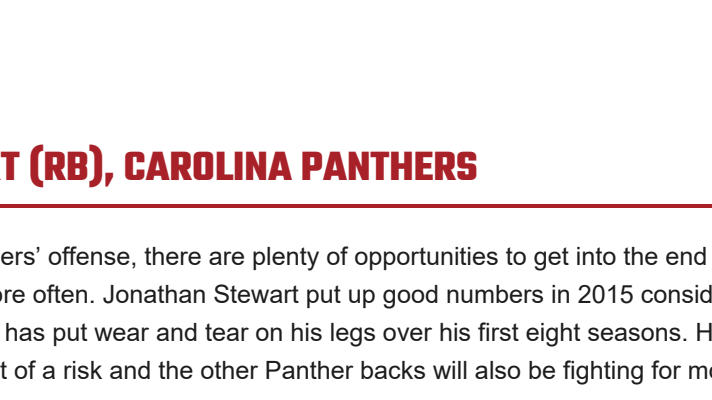
BRANDON MARSHALL (WR), NEW YORK JETS

Marshall had an excellent season in 2015, placing among the best receivers in yardage and touchdowns. It's currently unknown who will be throwing to him, he is creeping up in age at 32, and Devin Smith could steal some of the action. Brandon Marshall may get you decent points this season, but this is not certain. Make sure he is the best choice available when your turn comes around.

PLAYER 2

JONATHAN STEWART (RB), CAROLINA PANTHERS

Playing on the explosive Panthers' offense, there are plenty of opportunities to get into the end zone, especially if the team can to protect Cam Newton more often. Jonathan Stewart put up good numbers in 2015 considering he only played in 13 games, but a history of injuries has put wear and tear on his legs over his first eight seasons. He does have the potential to put up great stats, but he's a bit of a risk and the other Panther backs will also be fighting for more carries.



PLAYER 1

MARK INGRAM (RB), NEW ORLEANS SAINTS

Mark Ingram has long been hyped as a must-have running back and is set to be taken early again this year. Since being drafted in 2011, though, he has never finished very high in scoring among running backs. He is approaching that magical age of 27 and remains in a potentially high-powered offense, so if he can remain healthy this could be the year. There are safer choices that should be prioritized before him.

MADDEN NFL 17

Fantasy Football

Top 5 Rookies

ROOKIE 5

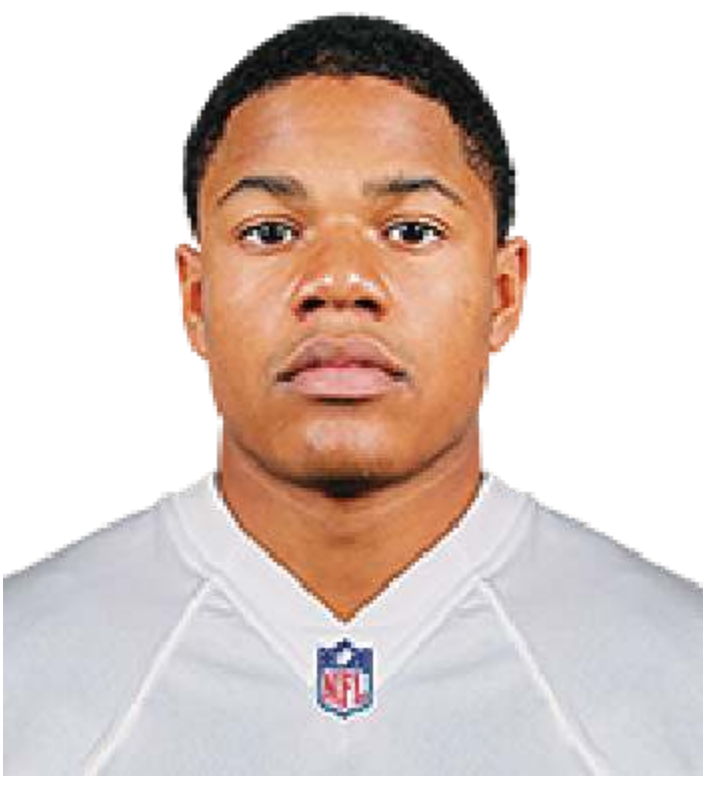
COREY COLEMAN (WR), CLEVELAND BROWNS

Corey Coleman has the ability to immediately become the quarterback's favorite target, though there really are not any other options. Because of the limited weapons the Browns possess, he should receive the ball often. His ability to run the routes in the NFL has been questioned, but there is no denying this receiver's skills. His speed and athleticism make him a good pick when you need another wideout.

ROOKIE 4

DERRICK HENRY (RB), TENNESSEE TITANS

The potential of Derrick Henry depends heavily on DeMarco Murray's workload. If he gets enough carries, expect big yardage. With his big stature and quick speed, he has the capability to break big plays. He's not the well-rounded back that Elliott is, but he is a beast when it comes to short-yardage runs. He could potentially take over the number one spot if things go well.



ROOKIE 3

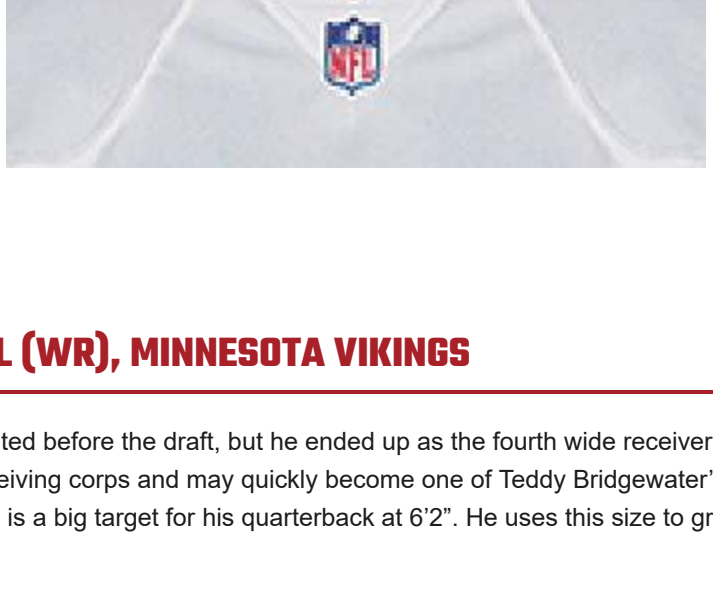
STERLING SHEPARD (WR), NEW YORK GIANTS

This second-round choice fills a much-needed hole beside number one receiver Odell Beckham Jr. As defenses focus more attention on the star, Sterling Shepard should get plenty of opportunities in the pass-heavy offense. Despite his small stature, look for him to make an immediate impact with the Giants. Consider the newcomer in later rounds to bolster your receiving corps.

ROOKIE 2

LAQUON TREADWELL (WR), MINNESOTA VIKINGS

Laquon Treadwell was well-touted before the draft, but he ended up as the fourth wide receiver taken. He has the potential to be a big part of the Vikings receiving corps and may quickly become one of Teddy Bridgewater's favorite targets. Starting opposite Stefon Diggs, Laquon is a big target for his quarterback at 6'2". He uses this size to great effect, gaining valuable extra yards after the catch.



ROOKIE 1

EZEKIEL ELLIOTT (RB), DALLAS COWBOYS

Ezekiel Elliott was drafted fourth overall in the 2016 NFL Draft and the only running back taken in the first round. With McFadden out, Elliott becomes the obvious choice as the Cowboy's number one. Put the well-rounded back behind Romo and a dominant offensive line and he has a chance to put up big numbers as a rookie. Don't wait too long to pick him up, though, as he may be taken in the first couple rounds.

Fantasy Football
Published 2016 Draft Guide

These rosters and tiers below are meant to be a fantasy football cheat sheet for fantasy football drafts and auction fantasy football drafts. Each player has their rank, bye week, and ADP (Average Draft Position) as well. If you have a PPR (point per reception) league, you can also find a PPR cheat sheet below.

THE BIG LIST (TOP 150)

PLAYER	OVERALL RANK	ADP
Antonio Brown	WR - #1	1.01
David Johnson	RB - #1	1.02
Julio Jones	WR - #2	1.03
Todd Gurley	RB - #2	1.04
Adrian Peterson	RB - #3	1.05
Odell Beckham	WR - #3	1.06
Ezekiel Elliott	RB - #4	1.07
Rob Gronkowski	TE - #1	1.08
A.J. Green	WR - #4	1.09
Dalvin Cook	RB - #5	1.10
Doug Baldwin	WR - #5	1.11
Le'Veon Bell	RB - #6	1.12
Jamaal Charles	RB - #7	1.13
Keenan Allen	WR - #6	1.14
Aaron Rodgers	QB - #1	1.15
Mike Evans	WR - #7	1.16
Mark Ingram	RB - #8	1.17
Brandin Marshall	WR - #8	1.18
Alshon Jeffery	WR - #9	1.19
Mike Evans	WR - #10	1.20
LeSean McCoy	RB - #9	1.21
Amari Cooper	WR - #11	1.22
Demaryius Thomas	WR - #12	1.23
Jordy Nelson	WR - #13	1.24
Russell Wilson	QB - #2	1.25
T.J. Yeldon	RB - #10	1.26
Carlos Hyde	RB - #11	1.27
Sammy Watkins	WR - #14	1.28
Jarvis Landry	WR - #15	1.29
Jordan Reed	TE - #2	1.30
Greg Olsen	TE - #3	1.31
Jonathan Stewart	RB - #12	1.32
Ryan Mathews	RB - #13	1.33
Julian Edelman	WR - #16	1.34
Ben Roethlisberger	QB - #3	1.35
Jeremy Maclin	WR - #17	1.36
Tyrod Taylor	QB - #4	1.37
Marcus Mariota	QB - #5	1.38
Tom Brady	QB - #6	1.39
T.Y. Hilton	WR - #18	1.40
Tyler Eifert	TE - #4	1.41
Carson Palmer	QB - #7	1.42
Drew Brees	QB - #8	1.43
Eric Decker	WR - #19	1.44
Andrew Luck	QB - #9	1.45
Latavius Murray	RB - #14	1.46
Travis Kelce	TE - #5	1.47
Kevin Benjamin	WR - #20	1.48
Devin Lewis	RB - #15	1.49
Lamar Miller	RB - #16	1.50
Tony Romo	QB - #10	1.51
Jeremy Hill	RB - #17	1.52
Cameron Newton	QB - #11	1.53
Jeremy Hill	RB - #18	1.54
Carlos Hyde	RB - #19	1.55
Carlos Dunlap	DEF	1.56
Terrelle Pryor	WR - #21	1.57
Kelvin Benjamin	WR - #22	1.58
Derrick Henry	RB - #20	1.59
Jeremy Hill	RB - #21	1.60
Jordan Matthews	WR - #23	1.61
Philip Rivers	QB - #12	1.62
Matt Forte	RB - #22	1.63
Michael Crabtree	WR - #24	1.64
Cam Newton	QB - #13	1.65
Eddie Lacy	RB - #23	1.66
Blake Bortles	QB - #14	1.67
Jay Ajayi	RB - #24	1.68
Ryan Fitzpatrick	QB - #15	1.69
Jeremy Maclin	WR - #25	1.70
Allen Hurns	WR - #26	1.71
Jordan Matthews	WR - #27	1.72
Philip Rivers	QB - #16	1.73
Jeremy Hill	RB - #25	1.74
Michael Floyd	WR - #28	1.75
Arizona City Chiefs	DEF	1.76
JD Manning	QB - #17	1.77
Ladarius Green	TE - #7	1.78
Latavius Murray	RB - #26	1.79
Antonio Gates	TE - #8	1.80
Los Angeles Rams	DEF	1.81
Jeremy Hill	RB - #27	1.82
Tyler Lockett	WR - #29	1.83
Jeremy Hill	RB - #28	1.84
Carolina Panthers	DEF	1.85
Terrelle Pryor	WR - #30	1.86
Dez Bryant	WR - #31	1.87
Chandler Catanzaro	K - #1	1.88
Emmanuel Sanders	WR - #32	1.89
Graham Gano	K - #2	1.90
Chris Ivory	RB - #29	1.91
Duane Brown	RB - #30	1.92
Steven Hauschka	K - #3	1.93
Jordan Matthews	WR - #33	1.94
DeSean Jackson	WR - #34	1.95
Jeremy Hill	RB - #31	1.96
Mike Evans	WR - #35	1.97
Jordan Matthews	WR - #36	1.98
Philip Rivers	QB - #18	1.99
Jeremy Hill	RB - #32	1.100
Michael Crabtree	WR - #37	1.101
Calvin Johnson	WR - #38	1.102
Dez Bryant	WR - #39	1.103
Kirk Cousins	QB - #19	1.104
Matt Jones	RB - #33	1.105
Jeremy Hill	RB - #34	1.106
Michael Floyd	WR - #40	1.107
Arizona City Chiefs	DEF	1.108
JD Manning	QB - #20	1.109
Latavius Murray	RB - #35	1.110
Carlos Hyde	RB - #36	1.111
Allen Hurns	WR - #41	1.112
Jordan Matthews	WR - #42	1.113
Los Angeles Rams	DEF	1.114
Philip Rivers	QB - #21	1.115
Jeremy Hill	RB - #37	1.116
Carlos Hyde	RB - #38	1.117
Jeremy Hill	RB - #39	1.118
Carolina Panthers	DEF	1.119
Terrelle Pryor	WR - #43	1.120
Dez Bryant	WR - #44	1.121
Chandler Catanzaro	K - #4	1.122
Emmanuel Sanders	WR - #45	1.123
Graham Gano	K - #5	1.124
Chris Ivory	RB - #40	1.125
Duane Brown	RB - #41	1.126
Steven Hauschka	K - #6	1.127
Jordan Matthews	WR - #46	1.128
DeSean Jackson	WR - #47	1.129
Jeremy Hill	RB - #42	1.130
Mike Evans	WR - #48	1.131
Jordan Matthews	WR - #49	1.132
Philip Rivers	QB - #22	1.133
Jeremy Hill	RB - #43	1.134
Carlos Hyde	RB - #44	1.135
Jeremy Hill	RB - #45	1.136
Carolina Panthers	DEF	1.137
Terrelle Pryor	WR - #50	1.138
Dez Bryant	WR - #51	1.139
Chandler Catanzaro	K - #7	1.140
Emmanuel Sanders	WR - #52	1.141
Graham Gano	K - #8	1.142
Chris Ivory	RB - #46	1.143
Duane Brown	RB - #47	1.144
Steven Hauschka	K - #9	1.145
Jordan Matthews	WR - #53	1.146
DeSean Jackson	WR - #54	1.147
Jeremy Hill	RB - #48	1.148
Mike Evans	WR - #55	1.149
Jordan Matthews	WR - #56	1.150

TOP 20 QUARTERBACKS

PLAYER	ADP
Tom Brady	39
Russell Wilson	38.6
Ben Roethlisberger	47
Tom Brady	50
Carson Palmer	42.1
Drew Brees	50.5
Andrew Luck	49.2
JD Manning	107.5
Tony Romo	104
Blake Bortles	69.3
Tony Romo	104
Derek Carr	106
Eli Manning	97.5
Marcus Mariota	59.3
Cowboy Dez	78
Tyrod Taylor	81.7
Matthew Stafford	87.1
Matt Ryan	45.5

TOP 40 RUNNING BACKS

PLAYER	ADP
Todd Gurley	2.3
Adrian Peterson	4.6
David Johnson	1.2
Ezekiel Elliott	10%
Dennis Freeman	6.1
Lamar Miller	43.1
Le'Veon Bell	8.7
Jamaal Charles	42
Eddie Lacy	66.3
Doug Martin	78
Mark Ingram	40.1
LeSean McCoy	30.7
T.J. Yeldon	26.6
C.J. Anderson	28.5
Carlos Hyde	47
Jonathan Stewart	114
Ryan Mathews	64.7
Devonta Freeman	20.1
Jeremy Maclin	42.1
Jay Ajayi	49.1
Thomas Rawls	83.5
DeMarco Murray	19.6
Matt Jones	69.6
Danny Woodhead	87.1
Jeremy Hill	115
Chris Ivory	97.1
Giovani Bernard	126
Jeremy Langford	124
Duke Johnson	116.5
Frank Gore	102.1
Arian Foster	107.1
Antonio Brown	33.7
Justin Forsett	98%
T.J. Yeldon	26.6
Javorgus Wilson	97.1
Derrick Henry	72.6
Charles Sims	78
Theo Riddick	107.1
C.J. Prosise	104.5
Rashad Jennings	107.5
Kenneth Dixon	90%
Isaiah Crowell	112.1
Ameer Abdullah	97.1
LeGarrette Blount	95
Tim Hightower	97.1

TOP 40 WIDE RECEIVERS

PLAYER	ADP
Antonio Brown	2.1
Odell Beckham	3.1
Julio Jones	4.1
A.J. Green	9.1
DeAndre Hopkins	14.1
Dez Bryant	24%
Allen Robinson	24.1
Brandin Cooks	29.1
Amari Cooper	22.1
Mike Evans	18.1
Demaryius Thomas	29%
Brandin Cooks	29.1
Sammy Watkins	30.7
Jarvis Landry	33.1
Julian Edelman	42
Jeremy Maclin	42.1
Doug Baldwin	35.4
Randall Cobb	45.1
T.Y. Hilton	50.1
Keenan Allen	51
Torrey Smith	49.1
Michael Floyd	49%
Larry Fitzgerald	49.1
Jack Brown	49%
Golden Tate	63.1
Jordan Matthews	64.1
Kevin Benjamin	64.1
Sterling Shepard	64.1
Tyler Lockett	64.1
Julio Jones	4.1
Kevin White	64.1
Tavon Austin	64.1
Markus Wheaton	64.1
Anquan Boldin	64.1
Marvin Jones	64.1
Torrey Smith	64.1
Donte Dwan Buchanon	64.1
Cordarrelle Patterson	64.1
Josh Gordon	64.1
Golden Tate	64.1
Ted Ginn	64.1
Jeremy Maclin	64.1

TOP 20 TIGHT ENDS

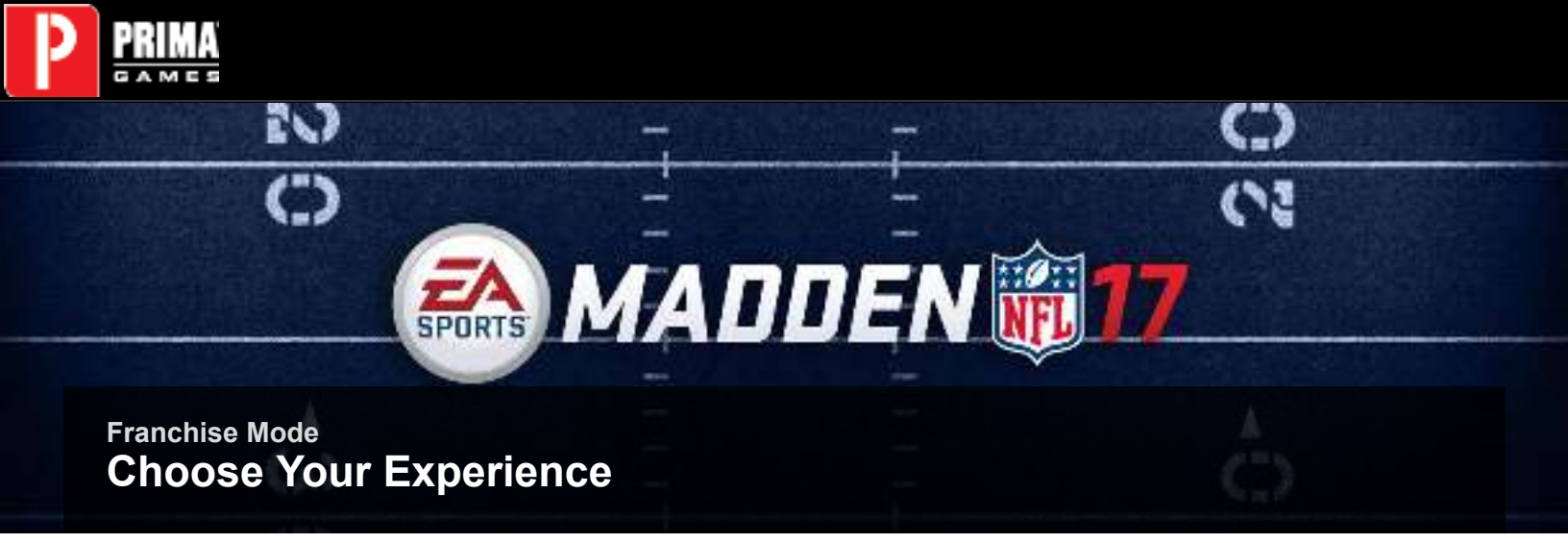
PLAYER	ADP
Rob Gronkowski	8.1
Jordan Reed	30.1
Greg Olsen	31.1
Tyler Eifert	41.1
Travis Kelce	47.1
Greg Olsen	31.1
Delanie Walker	73.5
Ladarius Green	67.1
Antonio Gates	80
Julius Thomas	85
Jimmy Graham	82.5
Coby Fleener	82
Jason Witten	91%
Zach Ertz	91%
Kendrick Rogers	98
Clive Walford	97.1
Zach Miller	104
Dwayne Allen	98
Eric Ebron	107

TOP 20 KICKERS

PLAYER	ADP
Stephen Gostkowski	96
Chandler Catanzaro	116
Graham Gano	118
Steven Hauschka	122.5
Cairo Santos	127
Dan Bailey	124%
Josh Brown	131
Justin Tucker	90%
Roberto Aguayo	131
Mason Crosby	135
Alexander Jamerson	134
Blair Walsh	89%
Justin Tucker	90%
Mike Nugent	136
Josh Brown	131
Nick Folk	139
Matt Bryant	138
Shaun Suisham	140

TOP 20 DEFENSES

TEAM	ADP
Seattle Seahawks	5
Denver Broncos	11
Kansas City Chiefs	9
Arizona Cardinals	7
Carolina Panthers	12
Cincinnati Bengals	15
New England Patriots	16
Cincinnati Bengals	15
Pittsburgh Steelers	17
Minnesota Vikings	18
Green Bay Packers	19
Oakland Raiders	20
New York Jets	21
Washington Redskins	22
Philadelphia Eagles	23
Jacksonville Jaguars	24
New York Giants	25
Buffalo Bills	26
Dallas Cowboys	27



Franchise Mode is an extremely fast growing game mode in the Madden NFL series that has become the ultimate way to take control of your favorite team and take it all the way. Start from the beginning of your team's life by drafting the players that will win you the championship. With several ways to play, Franchise Mode has a ton to offer.

You can really dive deep into how you choose your players in Franchise and how you build your team up because of the new mechanics and improvements. If you've never played Franchise, this is the year to start. Play online with your friends or alone against the CPU; either way, it's the most complete Franchise Mode ever!

CLOUD SAVES

Cloud Saves have faster week advance times and more up-to-date tuning.

FRANCHISE MODE QUICK START GUIDE

- Choose between Cloud and Offline
- Select a Team
- Start Regular Season as Current or Custom Coach

FULL START FRANCHISE MODE CHECKLIST

- Choose Cloud or Offline
- Choose Preseason of Active Roster
- Select Team
- Choose Starting Point (Preseason, Regular, or Fantasy Draft)
- Choose Role (Player, Coach, Owner)
- Customize League Settings (Difficulty, Quarter Length, etc.)
- Start Season

FRANCHISE MODE SEASON RESPONSIBILITIES

- Set Depth Chart
- View Free Agents
- View Trade Block
- View Goals
- View News
- Cut Players (Preseason Start Only)
- Game Prep
- Talk to Media
- Free Practice Mode

Franchise Mode

Choosing a Path

Choosing a path is completely up to you and how you want to play the game. There are a few different ways to do this. First, you must choose your team. What this really means is determining your team's uniforms and location, and it's not a bad idea to select your favorite team. If you feel like doing the smallest amount of work at the beginning of the game, you can always go with a team that has a rating you want to work with. Choose a team with a high rating if you want to have the best chance to win in the first season or choose a team with a great deal of rookies and younger players if you'd rather build the team with youth.

TIP

Choose between Player, Coach, or Owner for different experiences throughout Franchise Mode.

- **Player:** You can choose to play a single player and control him throughout his career in the NFL. Build him in any position you like and use XP to give him the strengths and weaknesses you design for him. You can select an active player in the league or create your own from scratch as a rookie. See the available positions chart to determine your options. Become an expert at your position and make this player the best there ever was. It's important to note that if you choose to play as a player, you will not have control of any other players on the field and must rely on your own skills and teamwork to win games.

- **Coach:** One of the paths you can take in this season of Franchise Mode is the path of the coach. This is one of the most versatile ways to play because it provides full control of your team and you can manage everything around your roster, as well as upgrade traits to make him the coach that your team needs. You can either choose from an active coach in the NFL or create your own. The latter option allows you to build the coach from the ground up, but choosing an active coach affords you all of their default traits. Going with the coach path is a bit more complicated than the player path simply because of how much control you have over the team. However, it also provides a chance for you to navigate your team's future.

- **Owner:** Choosing to take the path of the owner allows you to not only manage and coach the team as the coach path takes you, but also make more financial decisions for your franchise. You are still able to sign, draft, and manage your team, as well as play the games; however, if you don't feel like managing the prices of concessions or making any stadium decisions, this might not be the route for you. If you want the full experience of what Franchise Mode in Madden NFL 17 has to offer, this is definitely the way to go.

CREATE-A-PLAYER POSITION TYPES

OFFENSE

- Balanced QB
- Pocket Passer QB
- Mobile QB
- Balanced HB
- Power HB
- Speed HB
- Balanced WR
- Speed WR
- Red Zone Threat WR
- Balanced TE
- Vertical Threat TE

DEFENSE

- Balanced LE
- Speed Rush LE
- Balanced RE
- Speed Rush RE
- Balanced DT
- Pass Rushing DT
- Balanced MLB
- 3-4 Tackler MLB
- Balanced LOLB
- 3-4 Pass Rusher LOLB
- Balanced ROLB
- 3-4 Pass Rusher ROLB
- Balanced CB
- Man-To-Man CB
- Balanced FS
- Playmaker FS
- Balanced SS
- Run Support SS

Franchise Mode

Start Your Franchise

LEAGUE SETTINGS

To fully control your career in Franchise Mode, you must get to know the League Settings menu very well. Customize these settings to your liking—if you're playing online in a league, the commissioner will be the only one who can do this.

TIME ON YOUR HANDS

Game length is one of the settings that will affect the way you play the game the most.

THINGS TO DO

- View Box Score
- Negotiate Contracts
- View Trade Block
- View Free Agency
- Start Weekly Training
- Install Game Plan
- View News

The first screen after you've chosen your settings is the Things to Do page, a checklist of what needs to happen before each week starts. Whether it's the draft, choosing the week's training, or watching for free agents, everything will be on this screen. If you choose to be heavily involved with your team, you may want to look into each of the tabs that are presented each week.

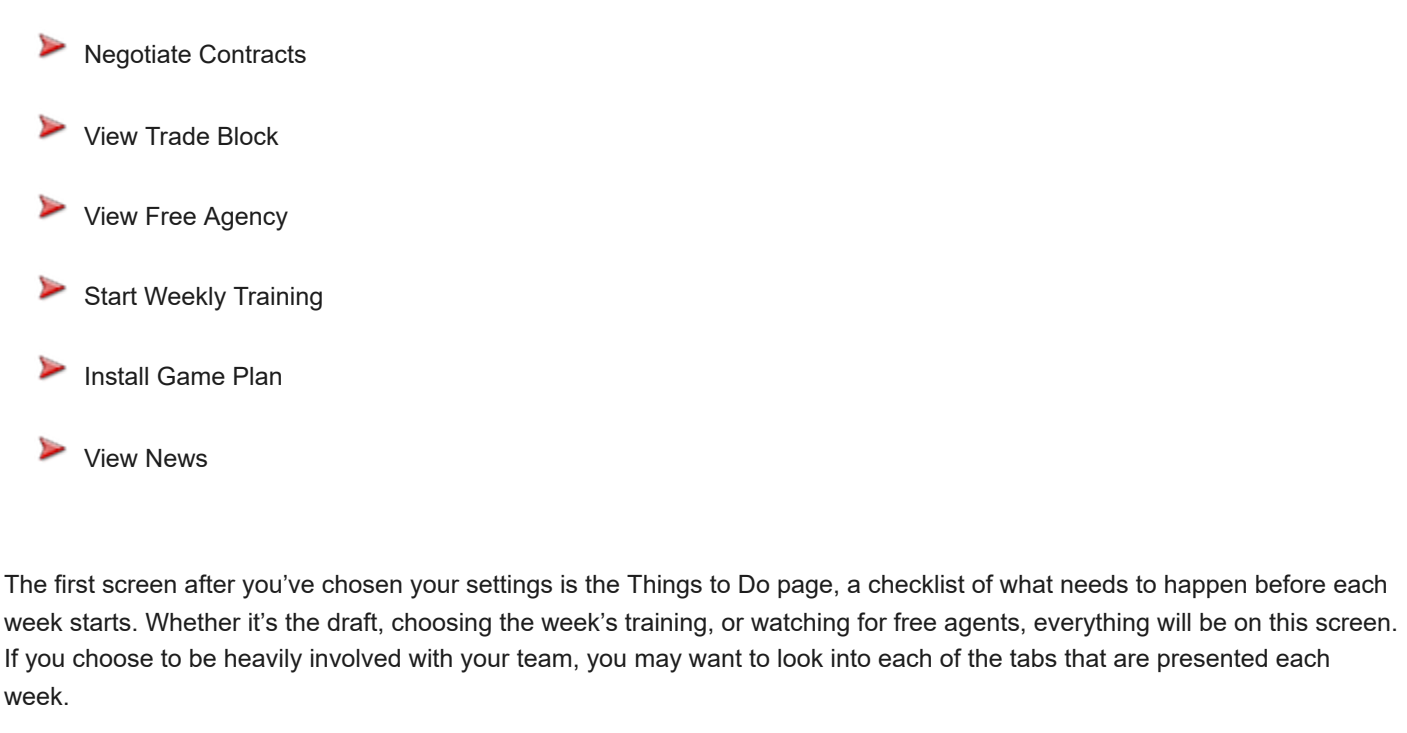
PRESEASON

As with most situations, the Preseason can be simulated. Unless you want to get some practice in with your new squad, it's wise to do this because your players will not suffer any injuries, and they will continue to gain XP and confidence.

GET READY

Preseason is important if you're not entirely sure which style you developed your team for, but it's not essential.

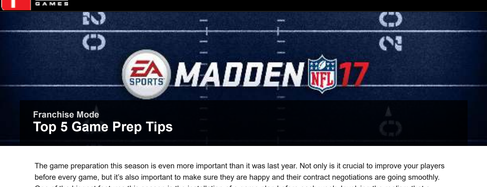
OWNER MODE



Your funds in the top-right corner of the screen is the most important number to keep track of—it's what you have to work with. If your league has a salary cap, you may want to keep it in mind when paying your players. The owner has quite a few responsibilities when managing the team in addition to coaching the team. The owner must manage the financial pieces of the team and if this is something for which you want to take responsibility, Owner is definitely the appropriate role. Within the My Owner panel, you have all of the responsibilities the owner has. Here are some tips on how to utilize them:

- **Owner Goals:** Owner goals are normally long term goals as they contribute to the owner's legacy.
- **Media Questions:** Answering questions posed by the media will directly affect Fan Happiness and Team Popularity. Choosing the right responses is vital for this progression.
- **Team Value:** Tracking your team's value is important, but not if you are spending like crazy. Make sure you have funds going into the off season because if you are unable to pick up any free agents, the next season may be a rough one.
- **Finances:** Ticket prices should cost as much as your team is worth watching. But increasing the price of admission just to earn the funds necessary to dig yourself out of a hole for next season will come back to bite you.
- **Marketing:** Team popularity drives ticket prices, which translates to ticket sales and Fan Happiness.
- **Stadium:** Upgrading your stadium can help with Fan Happiness, but sometimes relocating can improve things exponentially.
- **Fan Happiness:** Use this tool to track your progress with all of the other Owner features and keep an accurate scope of how you are doing as an owner.
- **Staff:** Staff can be extremely important as they come with perks that both directly and indirectly affect your team and roster.
- **Team Success:** This tab is another grand scale tool that will track the legacy of the team. Use it to see how you're doing and compare it to the rest of the league.

Once you've become familiar with the full list of tools in Owner Mode, you can try out multiple options and play with how they work. Getting a good balance to start off your season and playing with your financials and your response to the media will only help your franchise and gain popularity amongst your community.



Franchise Mode

Top 5 Game Prep Tips

The game preparation this season is even more important than it was last year. Not only is it crucial to improve your players before every game, but it's also important to make sure they are happy and their contract negotiations are going smoothly. One of the biggest features this season is the installation of a game plan before each week. Involving the realism that a franchise goes through makes training your players for each week more important than ever.

TIP 5

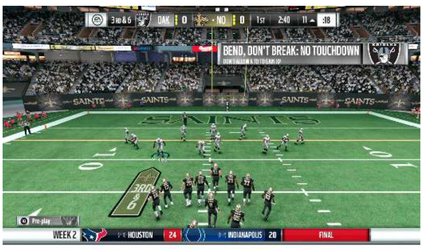
EARN PLAYER XP

Choose The Players You Want Upgrade Each Week. They Need To Be Focused.

Players earn their own XP and when you focus them during game preparation they gain even more XP than normal. There are a few different ways to earn XP each week; one of those ways is to focus them before the week starts, of course, but another is to achieve player goals during games. This season features more dynamic goals for more positions and players. Achieving them goes quite a long way when it comes to earning XP for the players, as well as the coach.

TIP 4

EARN PLAYER CONFIDENCE



Drive Goals Go Far When Attempting To Earn Player Confidence.

Just like earning player XP, there are features that help you earn a higher player confidence. During gameplay, complete these features to raise the confidence of your players and make them overall better assets to your team. Drive goals often appear during critical drives, but they are always important for raising player confidence, regardless of when they pop up. Of course, winning games also significantly raises player confidence levels. Winning results in better player performances, and the longer a player has a high confidence level, the better he will perform and the more he advances as a player.

TIP 3

COMPLETE WEEKLY TRAINING

START TRAINING
TRAINING STARTS HERE
Your offensive and defensive gameplans are set for the week. Go to the practice field and begin your training.
OFFENSIVE PROFILE
CONTINUE

You Can Sim Your Team's Training Each Week If You So Choose. It Might Save You Some Time, But You Won't Get The Practice In The Game Plan.

Working on both your offensive and defensive gameplan is key for everyone on the team, including you. Using something that will attack the opposing team's weakness is obviously a good idea, but if you are not confident in running those plays, you won't perform them in the best way possible. One of the most important reasons for completing your team's training each week is to earn boosts that give you that edge like any team that put in the work to prepare for the upcoming week. When you start each week's game, you can choose the specific boost you'd like to use.

TIP 2

KNOW YOUR PLAYERS

It's Important To Have The Right Make Up Of Players On A Single Team Rather Than Just Superstars.

Players are only as good as the collection of teammates who they work with. That means more than just a collection of good players wins games. Teams must have a theme to excel in any area of expertise. Find out where you need players and keep an eye out for the ones who might fit those positions. As you learn more about your players and how long they have been in the league, you will know more about how to shape and pair them with other players.

TIP 1

PROGRESS YOUR PLAYERS

Spending Your XP In Uniform Fashion Is A Great Way To Create Role Players On Your Roster.

After your players have gained some XP, it's time to upgrade them. There are several ways to do this for each position. You can obviously upgrade them in any fashion that you want, but it's important to know who they are and what they are already good at, then either continue on that path or upgrade their weaknesses. Another way is to focus on your younger players who still have plenty of room to be shaped, then mold them in a fashion that you need desperately on your roster. Younger players can be built up to be unstoppable in a specific trait if you choose to focus on them, sometimes developing them into superstars.

Franchise Mode

Top 5 Position Types

POSITION 5

MOBILE QB

The mobile quarterback is a great opposition for the quick acting defensive mechanics that have been implemented into Madden NFL 17. There are many instances when the defensive line will break through your offensive line and you'll need to leave the pocket. A Mobile QB can take advantage of both the short pass plays and the new ball carrier mechanics to get out of trouble and possibly gain a few yards amidst the mayhem.

POSITION 4

BALANCED MLB

This season, Madden has improved the way that your players utilize zone coverage. A balanced MLB will not only be able to play the edge successfully, but with his good Play Recognition rating he can also shift his position or make a move toward stopping the offense. Defense is fun this year; there are greater options as you take control of the run game. Use his speed and RAC to take the ball carrier down fast, preventing the other team from even getting close to the red zone.

POSITION 3

PLAYMAKER FS

The playmaker in the backfield is a great asset to the team when it comes to holding the edge. Play the zone coverage with this player type and make sure nothing in the air reaches the opposing WR's hands. This playmaker can cover most, if not all, of the passing game, but also hit the ball carrier or receiver with both his speed and hit power to shake the ball loose. Use the new defensive mechanics this season to make sure the opposing team is afraid to pass the ball, making pass rushing one of the most fun pieces of the game.

POSITION 2

RED ZONE THREAT WR

As we have already described a few times in this guide, the zone defense has been immensely improved this season. This is what makes the Red Zone Threat WR an incredibly important position to have on the roster. Playing the short game and running slant in the red zone is very effective. Use his Play Recognition and Catching rating to run risky but effective plays to put points on the board whenever you're in the red zone.

POSITION 1

POWER BACK HB

The position type that takes this season's Madden NFL to the max is the Power Back HB. This player utilizes the improved mechanics extremely well. If you learn to master them, you should have no problem developing the Power Back HB into an all star. The ability to run up the middle and take down most defenders in your way is huge. Use the stiff arm when running the pitch as your power back can break most high level tackles and hold on to the ball during most situations.

Franchise Mode

Selecting Your Squad

A variety of decisions goes into selecting the right squad for the situation. You can always choose a team that gives you the best chances of winning right now and in your first season, or you can make the decision to start a team during their building phase and help them continue to build, but in your style. Then, of course, if you don't want to use an existing roster at all, you can choose the Fantasy Draft and build your team up that way.

CHOOSING YOUR TEAM

When choosing your squad, think about how you would like to start the game and how you want to continue. The Fantasy Draft pits you against the CPU or other players to choose your players wisely, quickly, and evenly to get the most efficient roster.

Franchise Mode

Top 5 Win Now Teams

Win now teams are built or have an existing roster with the highest Overall rating. A contributing factor is a longer list of players at the peak of their careers. This season consists of a much deeper system when it comes to building each player individually. Players' ages matter much more, as well as how their traits have been built. In Madden NFL 17, players at their peak perform much better than other players at the same skill level. However, the same player's performance begins to decrease rather rapidly as they continue to age.

TEAM 5

ARIZONA CARDINALS

The Arizona Cardinals have one of the best passing games in the league; with a veteran QB and enough speed on the field, it's going to be tough to stop any air attack this team puts together. The Cardinals have only improved their roster since last year, making for a pretty strong depth chart. This season's zone defense helps their defense excel, especially with Tryann Mathieu in the backfield.

TEAM 4

PITTSBURGH STEELERS

What will make or break the Steelers this year is whether they can score without allowing the other team to answer back. Pittsburgh's defensive line is rebuilding, which means they will be able to keep more pressure on the offense and solve this problem. Having both the running and the passing game somewhat at a peak this season, the Steelers have another shot at going all the way. With their tough loss last year, they should be hungry this season and ready to get another great year under their belt.

TEAM 3

GREEN BAY PACKERS

Aaron Rodgers is still in his prime, which means the Packers have another shot at the Super Bowl as long as the offensive line stays healthy. While this season's ground control is the key to success, the short passing game is still extremely difficult to defend against when you have a QB like Rodgers. The Green Bay Packers benefit not only from having one of the best QBs, but also two of the top WRs in the league. Keeping to the air, while having Eddie Lacey's acceleration and speed as the alternative, will always make the Packers a serious offensive threat.

TEAM 2

CAROLINA PANTHERS

The Carolina Panthers have made some major improvements in the last couple of years. The upset of last season's Super Bowl has not discouraged their roster, keeping both the offense and the defense extremely strong. Cam Newton's leadership and mobility provide an advantage against the blitz. What gives Carolina a major edge is the defensive linebackers and the fact that both Zone Coverage and Man defense will keep most offenses at bay. Luke Kuechly's Awareness rating makes any play in his sector an extremely risky play for the offense.

TEAM 1

NEW ENGLAND PATRIOTS

The New England Patriots are easily the top rated team this season. Between Rob Gronkowski, Tom Brady, and Don't'a Hightower, the depth chart is full of superstars. Because of how significantly Madden NFL 17 has been improved for age and experience, superstars are critical for a "win now" team. It's important to mention that even though most of the superstars are on the offense, the depth chart on defense has the highest rating in the game. The ground war has given a major advantage to the Patriots.

Franchise Mode

Top 5 Teams for the Future

Next in the tier of how far you want to look down the road as you build your team are the up and coming squads that might need a season or two before they're ready to contend in the playoffs. Some of these teams may not seem like they're even close, but it's important to see the overall strength of what might be a style or type in the making. The fun part about Franchise is taking a team from a list such as this one and making the necessary adjustments to turn them into a championship team quickly.

TEAM 5

SEATTLE SEAHAWKS

The Seahawks lost some key players over the last few seasons, which has put them into a small rebuilding phase. They have one of the strongest defenses in the league, but both their running and passing game are suffering compared to recent years. Looking for key recruits like a strong HB and another WR to play alongside Doug Baldwin can really turn this team's offense around, giving them a much better chance at competing than they have this year. Because of their strong defense, making minor adjustments there may not be required, but you definitely need to back them up on the offensive end to put points on the board.

TEAM 4

DALLAS COWBOYS

The Cowboys should not have a problem scoring via their passing game this season. However, if they plan on passing when matched up against a roster with a great air defense, they need some major improvements from the running backs. Tony Romo should have no problems getting the ball out of his hands as he has one of the best offensive lines in the league defending him. However, the new gap play gaining a HB with a high Awareness rating, as well as the ability to break tackles, should turn this team around very quickly.

TEAM 3

OAKLAND RAIDERS

This is a team that has been up and coming for a few years now. Even though they might not quite be ready to win a championship, the Oakland Raiders have been in a very successful rebuilding stage recently. They now have a young but experienced QB leading the charge with a defense that wins games. What the Raiders still lack is a strong running back who can make plays. Find a Playmaker HB or even a TE who can catch on the run. Slants and HB Dive will become staples in the Raiders' offense.

TEAM 2

CINCINNATI BENGALS

Cincinnati is another great team that's just coming out of its rebuilding phase. Now with a solid starting roster, the Bengals have made leaps and bounds over the last year. After a major loss of some of their veterans, this team has gained a few key players, including receivers who can outrun and out-maneuver almost every CB in the league. Once again, however, if you can score a few points just to have the other team answer back, winning games will not be in your future and that will be the case with this team until the backfield shapes up a bit. Hire some players to play your zone defense and you'll be in business.

TEAM 1

KANSAS CITY CHIEFS

After being playoff contenders for a few years now, the Kansas City Chiefs have still failed to deliver in their postseason performances. Getting points on the board is of the utmost importance when it comes to this team's playstyle because of their ever improving defense. This year the defense should still have little problem holding back the opposition, but now with some experienced WRs and a good HB, the team is set up to do well. Hiring someone to protect the QB might be beneficial, giving him that extra time to make something happen.

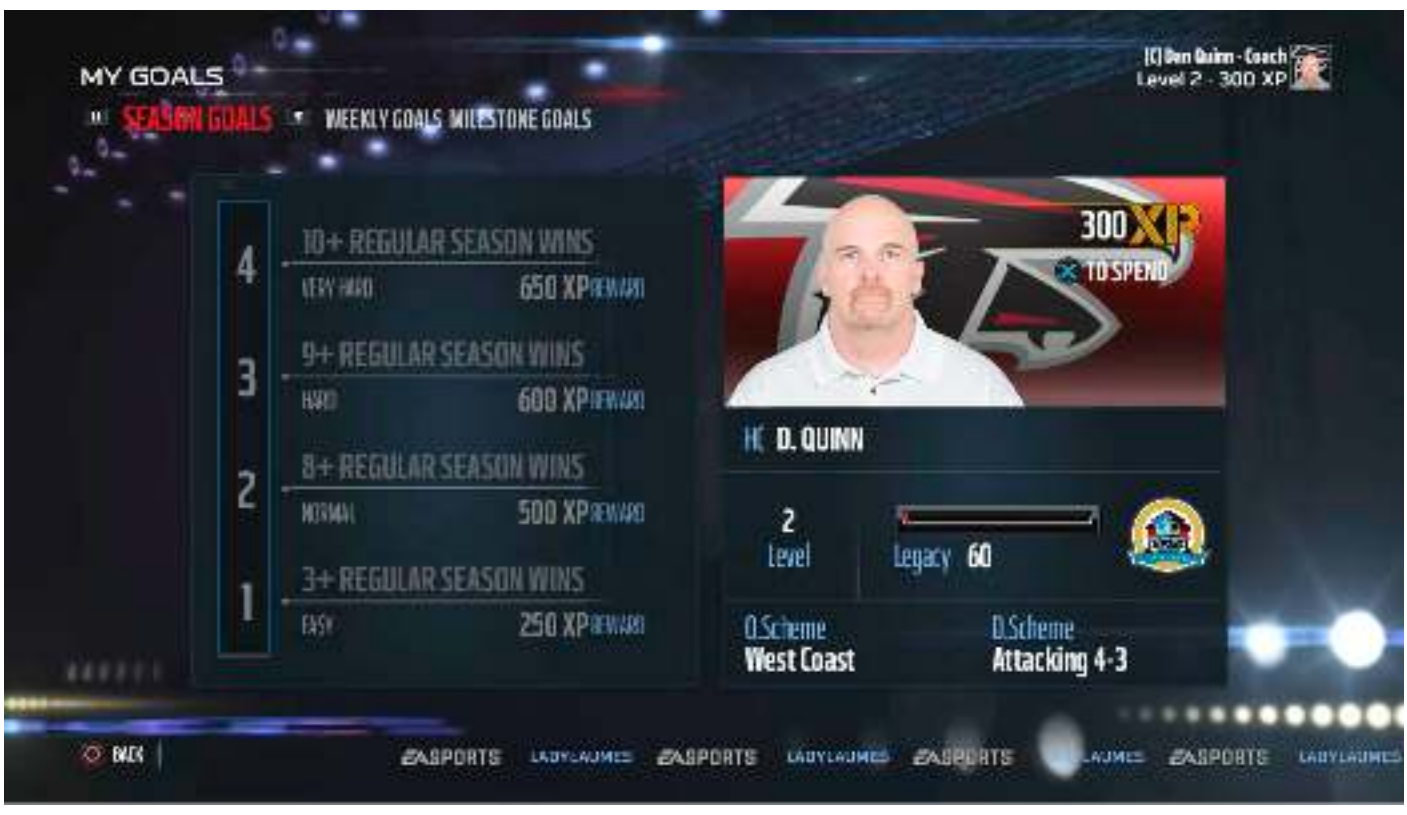
Franchise Mode

Goals

Goals are back in this season and more important than ever. Each role within the Franchise Mode has its own goals and an extremely different perspective, which can determine your strategy. The fortunate thing about these goals is that accomplishing them will help you win games.

DIFFERENT GOALS

Both the Owner and Coach goals are clearly stated within their respective Goals menu.



GOAL TYPES

- Drive Goals
- Weekly Goals
- Season Goals
- Milestone Goals

Use the Team menu to access team goals for the next week. These often focus on the impact players. It's always a good idea to attempt the completion of these because they result in XP for your players, which means quicker upgrades. Peek at your players' development (dev) traits and figure out which ones have fast dev traits because they will gain more XP per game.

THE POWER OF FOCUS

Dev trait is definitely important, especially amongst young players, but it's not the only reason to focus players each week or push to achieve their goals.

DYNAMIC DRIVE GOALS

The Dynamic Drive Goals are back for the second season in a row—improved and even more important. These change for each drive and don't exist for every goal, but they are available for enough drives throughout the week to provide an additional challenge.

IGNORING DRIVE GOALS

Don't get distracted by drive goals if you're in a tight situation on the field. Normally, when a drive goal is presented it's in your best interest; however, if the player it's intended for is not in the play's best interest, don't feel compelled to use him.

Franchise Mode

Top 5 Scouting Tips

Scouting in Franchise mode is something you should never ignore, especially if you plan on taking your team all the way. Even if you choose a "win now" team, there's no guarantee you won't suffer some roster-crippling injuries along the way. Scouting is available at the start of week 3 in the regular season. This is a good time to get started, but don't use all of your points on one player right away as things can happen that will change your mind on what you're looking for in your roster. Do a little bit of scouting each week and use your coaching abilities to gain an even better eye for scouting.

Young Players Are Incredibly More Trainable This Season, So Scouting The Right Talent For Your Roster Is Crucial.

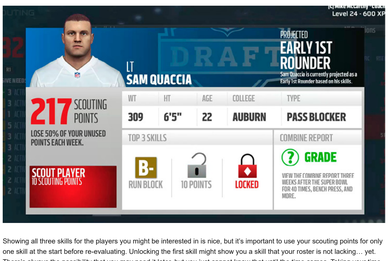
SCOUTING GUIDE BY POSITION

OFFENSE										
GOOD UNLOCK	POCKET QB	MOBILE QB	SPEED BACK	POWER HB	BALANCED WR	SPEED/ROUTE RUNNER WR	RED ZONE WR	TE	OL	KP
A-	Throw Power	Throw Accuracy Short	Elusiveness	Trucking	Route Running	Route Running	Catch in Traffic	Catch in Traffic	Pass Block	Kick Power
B+	Throw Accuracy Deep	Throw On Run	Catching	Vall Carrier Vision	Catch in Traffic	Catch in Traffic	Spectacular Catch	Spectacular Catch	Run Block	Kick Accuracy
B-	Throw Accuracy Short	Throw Power	Ball Carrier Vision	Carrying	Spectacular Catch	Release	Release	Run Block		
UNLOCK MORE	CONSISTENCY	CONSISTENCY	JUKE MOVE	SPIN MOVE	RELEASE	SPECTACULAR CATCH WR	ROUTE RUNNING	CATCHING	TOUGHNESS	AWARENESS
	Throw On Run	Throw Deep	Spin Move	Stiff Arm	Catching	Catching	Catching	Route Running	Impact Block	
			Stiff Arm	Juke Move	Kick Return	Kick Return	Kick Return			

DEFENSE										
GOOD UNLOCK	3-4 DLN DLEMEN	SPEED RUSHER	DT	3-4 OLB	4-3 OLB	MLB	MAN CB	ZONE CB	COVERAGE SAFETY	HARD-HITTING SAFETY
A-	Block Shedding	Power Moves	Block Shedding	Power Moves	Hit Power	Tackle	Man Coverage	Zone Coverage	Zone Coverage	Hit Power
B+	Power Moves	Finesse Moves	Power Moves	Hit Power	Zone Coverage	Hit Power	Press	Man Coverage	Hit Power	Zone Coverage
B-		Hit Power		Zone Coverage	Man Coverage	Zone Coverage	Zone Coverage	Press	Play Recognition	Play Recognition
UNLOCK MORE	HIT POWER	PURSUIT	TACKLE	PURSUIT	PURSUIT	PURSUIT	CATCHING	CATCHING	PURSUIT	PURSUIT
	Tackle Pursuit	Tackle	Pursuit	Tackle	Tackle	Catching	Kick Return	Kick Return	Catching	Catching

TEAM 5

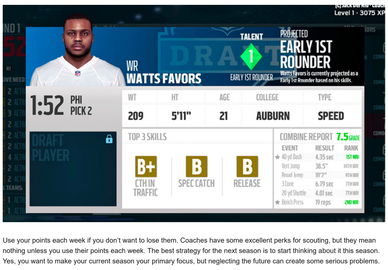
ONE SKILL AT A TIME



Showing all three skills for the players you might be interested in is nice, but it's important to use your scouting points for only one skill at the start before re-evaluating. Unlocking the first skill might show you a skill that your player is not lacking… yet. There's always the possibility that you may need it later, but you just cannot know that until the time comes. Taking your time each week and evaluating the pool in a wide spread is always wise.

TEAM 4

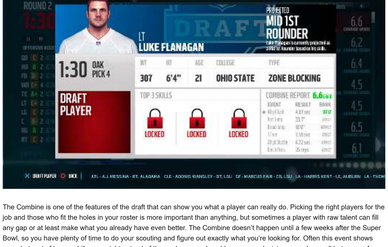
CONSISTENCY IS KEY



Use your points each week if you don't want to lose them. Coaches have some excellent perks for scouting, but they mean nothing unless you use their points each week. The best strategy for the next season is to start thinking about it this season. Yes, you want to make your current season your primary focus, but neglecting the future can create some serious problems.

TEAM 3

TAKE ADVANTAGE OF THE COMBINE


Level 1 · 3075 XP
PROJECTED
MID 1ST ROUNDER
Luke Flanagan is currently projected as a "Mid 1st Rounder based on his skills.
LT
LUKE FLANAGAN
WT 307
HT 6'4"
AGE 21
COLLEGE OHIO STATE
TYPE ZONE BLOCKING
ROUND 2
1:30 OAK PICK 4
DRAFT PLAYER
TOP 3 SKILLS
COMBINE REPORT 6.6 GRADE
EVENT RESULT RANK
40 yd Dash 4.87 sec 181 C
Vert Jump 33" 1 MC
Broad Jump 9'4" 1 MC
3 Cone 6.58 sec 1 MC
20 yd Shuttle 4.21 sec 1 MC
Bench Press 35 reps 1 MC
DRAFT PLAYER
DICK
AT: 4.1 MESSINA · RT, ALABAMA · CLE · ADONIS RANDLEY · DT, LSU · SF · MARCUS KEAN · CB, LSU · LA · HARRIS KENT · LC, AUBURN · LA · THOM

The Combine is one of the features of the draft that can show you what a player can really do. Picking the right players for the job and those who fit the holes in your roster is more important than anything, but sometimes a player with raw talent can fill any gap or at least make what you already have even better. The Combine doesn't happen until a few weeks after the Super Bowl, so you have plenty of time to do your scouting and figure out exactly what you're looking for. Often this event shows you what sort of bonus skills you might get out of these players and could sway your decision on a close call between a few options.

TEAM 2

FIT YOUR SCHEME

PLAYER REGRESSION
PACKERS
ALL
JORDY NELSON
WR 6'3" 216 lbs 87 OVR
Missed level 3 Season Goal of 8 Catches.
CLAY MATTHEWS
OLB 6'3" 250 lbs 90 OVR
Missed level 2 Season Goal of 8 Sacks.
SAM SHIELDS
CB 6'0" 191 lbs 81 OVR
Missed level 2 Season Goal of 8 Deflections.
-34 Total Attribute Points
-17 Total Attribute Points
-10 Total Attribute Points
REGRESSION BREAKDOWN
Stiff Arm (Getting Older) 63 (-6)
Carry (Getting Older) 71 (-5)
Spin Move (Getting Older) 76 (-6)
Elusiveness (Getting Older) 77 (-5)
Juke Move (Getting Older) 86 (-5)
Release (Getting Older) 89 (-5)
Catch in Traffic (Getting Older) 91 (-5)
Power Moves (Getting Older) 84 (-6)
Pursuit (Getting Older) 91 (-5)
Hit Power (Getting Older) 93 (-5)
Stamina (Getting Older) 95 (-5)
Speed (Getting Older) 89 (-5)
Agility (Getting Older) 83 (-5)
Acceleration (Getting Older) 89 (-5)
Zone Coverage (Getting Older) 85 (-6)
Stamina (Getting Older) 93 (-5)
Tackle (Getting Older) 46 (-5)
Agility (Getting Older) 86 (-5)
Acceleration (Getting Older) 88 (-5)
Jumping (Getting Older) 88 (-5)
Speed (Getting Older) 90 (-5)
PLAYER CARD
PLAYER CARD
PLAYER CARD
SKIRT
DICK
LADYLAMURS · HOU · JORDAN MINNICH · QB, ALABAMA
LADYLAMURS · BUFFALO · CHRISTIE · ROLB, AUBURN

You never know exactly how a player will perform throughout his first season in the league, which can make choosing your draft picks rather difficult. What you do know is which scheme you want to set up for next season or the one you have already established and want to build upon. Often you are forced to make a decision on two or more different players with a comparable Overall rating, but with slightly different skill sets. Choose the guy who best fits your scheme because this is, after all, a team sport; your team working well as a whole has far more value than focusing on a rookie and trying to turn him into a superstar.

TEAM 1

ORGANIZE YOUR DRAFT

Level 1 · 3075 XP
ROUND 2
1:53 OAK PICK 4
Available
All Positions
#1 Luke Flanagan OHIO STATE ZONE BLOCKING LT 6'4" 307 1ST ROUND 5 POINTS 15 POINTS 6.6 COMBINE GRADE
#2 Jarrett Tyvanovitis FLORIDA STATE LINEBACKER WR 6'5" 386 1ST ROUND B RUN BLOCK B PASS BLOCK C+ IMPACT BLOCK 6.2 COMBINE GRADE
#3 Fernando Gaston PENN STATE SAFETY QB 5'8" 189 1ST ROUND 5 POINTS 15 POINTS 6.4 COMBINE GRADE
#4 Duncan McMahon PITT PASSING POWER QB 6'4" 237 1ST ROUND A- THROW POWER B THROW ACCURACY B- THROW ACCURACY 4.5 COMBINE GRADE
#5 Bryce Epstein STANFORD SPEED RUSHER OLB 6'3" 238 2ND ROUND 5 POINTS 15 POINTS 4.5 COMBINE GRADE
#6 Spenser Brazzell AUBURN SPEED RUSHER WR 5'10" 178 2ND ROUND 5 POINTS 15 POINTS 6.5 COMBINE GRADE
#7 Ray Wintersayk NFLM BALANCED DT 6'4" 299 2ND ROUND 5 POINTS 15 POINTS 6.1 COMBINE GRADE
VIEW DRAFT CARD
DRAFT PLAYER
ADD TO WATCHLIST
DICK

The draft can be overwhelming and stress out even the calmest players. There's a lot to keep track of and missing out on a player you really needed but wasn't at the forefront of your mind can be extremely discouraging. Tag the players you want and make sure you can find them quickly and snag them as fast as you can. You're on a timer, so being prepared before your turn comes around again is where the tag feature really comes into play. If you can get to your tagged players, making the decision to take them should be easy. Having a plan and staying organized is at the top of this list because no matter how much planning and preparing you do, if you're not organized and run out of time on your turn, your planning has all just been for nothing. You must do your homeworkw if you're planning to take your team all the way next season.

MADDEN NFL 17

Scouting Report

Chicago Bears

GAMEPLAY RATING 79

FRANCHISE HUB STRATEGY

Overall Team Rating: 79
Offense: 81
Defense: 77
Offensive Scheme: Vertical Offense
Defensive Scheme: 3-4 Hybrid
Attendance: 101.7K / 102.1K
Fan Happiness: 74

2016 TEAM GRADES

4th NFC North (8-7-1)
Offense: B+ (3rd in NFC)
Passing Offense: A+
Rushing Offense: D+

2016 TEAM LEADERS

Passing: Jay Cutler, 3,659
Rushing: Jeremy Langford, 714
Receiving: Alshon Jeffery, 1,421
Sacks: Lamarr Houston, 8
Tackles: Leon Kaser, 81
INTs: Kyle Fuller, 3

KEY ADDITIONS

LB Danny Trevathan
DT Akiem Hicks
Offensive Scheme: West Coast
Defensive Scheme: Base 3-4

KEY WEAKNESS

WR Daniel Braverman
RB Jeremy Langford
LB/DT Jonathan Bass
RB Ka'Deem Carey
RB Cody Whitehair

COACH

John Fox
Career: 161-126-1
Offensive Scheme: West Coast
Defensive Scheme: Base 3-4

OFFENSIVE SCOUTING REPORT

- The addition of rookie QB Deon Bush and RB Deandre Houston-Carson will help the backfield in an extreme level. Bush is a dual-threat quarterback who can throw the ball accurately and has the speed to run for big gains.
- Keeping WR Eli Ewing-Thrasher as the number 2 receiver for an added target to keep your defense together. Because of the 2 scheme, having the #2 receiver that is a big target will help your quarterback and make your QB's decision to throw the ball easier.
- With the young new defensive coming in this year, welcome the LG/LB Ronald McPherson will need to continue controlling the edge, but the newer 3-4 defense should help with that. Keep McPherson confidence high and use his speed to your advantage when you can.

SCHEDULE

1	SEP 11	1:00PM	PRIME	TEXANS
2	SEP 19	8:30PM	PRIME	EAGLES
3	SEP 25	8:30PM	PRIME	COWBOYS
4	OCT 02	1:00PM	PRIME	LIONS
5	OCT 09	1:00PM	PRIME	COLTS
6	OCT 16	1:00PM	PRIME	JAGUARS
7	OCT 20	8:25PM	PRIME	PACKERS
8	OCT 31	8:30PM	PRIME	VIKINGS
9	BYE WEEK			
10	NOV 13	1:00PM	PRIME	BUCCANEERS
11	NOV 20	1:00PM	PRIME	GIANTS
12	NOV 27	1:00PM	PRIME	TITANS
13	DEC 04	1:00PM	PRIME	49ERS
14	DEC 11	1:00PM	PRIME	LIONS
15	DEC 18	1:00PM	PRIME	PACKERS
16	DEC 24	1:00PM	PRIME	REDSKINS
17	JAN 01	1:00PM	PRIME	VIKINGS

DEFENSIVE SCOUTING REPORT

- The defensive scheme will be changing from a 4-3 to a 3-4 Hybrid defense this year. Make sure to keep your defensive players in their natural positions and not move them around. Moving players around will cause confusion and will not help your defense.
- Keeping MLB Danny Trevathan as the central LB leader for all defenses to call plays to keep your defense together. Because of the 2 scheme, having the #2 receiver that is a big target will help your quarterback and make your QB's decision to throw the ball easier.
- With the young new defensive coming in this year, welcome the LG/LB Ronald McPherson will need to continue controlling the edge, but the newer 3-4 defense should help with that. Keep McPherson confidence high and use his speed to your advantage when you can.

KEY PLAYERS

KEY OFFENSIVE PLAYER

ALSHON JEFFERY #17

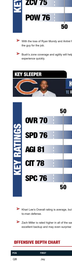
WR | 6'3" | 216 LBS | 27 YRS | Overall Rating: 94 | Int'l: 5

- Alshon is back and will make for an epic target match-up for the rest of the entire his skill set and abilities will give him the advantage even when he's covered.
- Throwing to Jeffery is the end zone is always a great use of his skill, even in traffic.

KEY DEFENSIVE PLAYER

PERNELL MCPHEE #92

DE | 6'5" | 265 LBS | 24 YRS | Overall Rating: 79 | Int'l: 5



- McPhee's size and strength make most running games weaker. Use his strength to force turnovers at any possible opportunity.
- Because of McPhee's size and strength in run defense, he makes a great defender off the edge with his ability to take on blocks and make plays.

KEY ROOKIE

DEON BUSH #28

QB | 6'4" | 218 LBS | 22 YRS | Overall Rating: 77 | Int'l: 5

- With the loss of Ryan Mundy and Antrel Rolle, extreme needs to fill the back field with speed and agility, and Bush is the guy for the job.
- Bush's size is average and agility will help him fit right in with the Bears' defensive scheme. He will learn and gain confidence quickly.

KEY SLEEPER

KHARI LEE #92

TE | 6'2" | 6'4" | 26 YRS | Overall Rating: 77 | Int'l: 5

- Khari Lee's Overall rating is average, but his speed and agility are both devastating high, giving him an edge on many to-one defense.
- Khari Lee is used type in all of the same categories where Lee excels, but when Miller is out Lee can serve as an excellent receiving and help create space by until his performance.

DEFENSIVE DEPTH CHART

NO.	CHART	NAME
DE	LE	Cullen
DE	RE	Frazier
DE	Overd	Fakes
DE	Overd	Langford
DE	Jacquizz	Rodgers
DE	KaDeem	Carey
DE	Jordan	Howard
DE	Jeremy	Parry
DE	Paul	Lasley
DE	Antrel	Jeffery
MR	Eddie	Royal
MR	Marcus	White
MR	Marqueis	Wilcox
MR	Kevin	Watson
MR	Joshua	Bellamy
MR	Jeremy	Braverman
MR	Cameron	Meredith
TE	Dennis	Thompson
TE	Zach	Miller
TE	Tony	Moeaki
TE	Rob	Housler
TE	Khari	Lee
TE	Joe	Sommers
TE	Greg	Scruggs
TE	Aaron	Brewer
TE	Patrick	Hyder
LT	Jason	Chandler
LT	Charles	Leno Jr.
LT	Jason	Weaver
LT	Cody	Whitehair
LT	Ted	Larsen
LT	Hroniss	Grasu
RG	Kyle	Long
RT	Matt	Slauson
RT	Bobby	Williams
RT	Brandon	Mosley

DEFENSIVE DEPTH CHART

NO.	CHART	NAME
LE	Akiem	Hicks
LE	Will	Sutton
LE	Cornelius	Washington
LE	Roy	Robertson-Harris
LE	Emby	Goldman
LE	Ezekiel	Ansah
RE	Jonathan	Bullard
RE	Jarvis	Jones
RE	Ego	Ferguson
LOLB	Pernell	McPhee
LOLB	Willie	Young
MLB	Jerrell	Freeman
MLB	Danny	Trevathan
MLB	Christian	Jones
MLB	Jonathan	Anderson
ROLB	John	Timu
ROLB	Lamarr	Barnes
ROLB	Mark	Keathley
ROLB	Lamarr	Houston
SAM	Sean	Porter
SAM	Leonard	Floyd
SAM	Kyle	Fuller
SAM	Tracy	Porter
SAM	Bryce	Callahan
SAM	Shamiel	Wimbley
SAM	Deonte	Hall
SAM	Tevaka	Cathcart
SAM	Jacoby	Glenn
SAM	Kevin	Peterson
SAM	Adrian	Amos
FS	Omar	Bolden
FS	Harold	Jones-Quarley
FS	DeAndre	Houston-Carson
SS	Chris	Prosinski
SS	Glenn	Bush
SS	Dominick	Hurst

SPECIAL TEAMS

NO.	NAME	LAST
K	Connor	Ty
P	O'Donnell	Bl

BEST OFFENSIVE PLAYS

BEST RUN: SHINGLEACK JOHNS - RB STRETCH

RUNNING PLAYS

1ST LOOK	2ND LOOK	3RD LOOK	GOAL LINE	GOAL LINE
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone
Cover Zone Offset - Inside Zone Read	Cover Zone Offset - Outside Zone Read	Cover Zone Offset - Power Read	Goal Line - Inside Zone	Goal Line - Outside Zone

BEST PASS: SIDE BUNCH OFFSET - PA READ

PASSING PLAYS

1ST LOOK	2ND LOOK	3RD LOOK	QUICK THROW	QUICK THROW
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read
Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read	Cover Zone Offset - Mid - Lo Read	Cover Zone Offset - Mid - Hi Read

BEST DEFENSIVE PLAYS

BEST RUN D: 3-4: BEAR - PINCH RUSH D

BEST PASS D: BIG BOX 2-3-6 WILL - COVER 6 DROP

RUN DEFENSE

1ST LOOK	2ND LOOK	3RD LOOK	GOAL LINE	GOAL LINE
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid
3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid	3rd Down - Inside Zone - Offset - Mid

PASS DEFENSE

1ST LOOK	2ND LOOK	3RD LOOK	GOAL LINE	GOAL LINE
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2
3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - Cover 6 Drop	3rd Down - 3-4 - Pinch - Zone 1	3rd Down - 3-4 - Pinch - Zone 2

PEORIA
Week 3 | 2016

MADDEN NFL 17

Home
Cincinnati Bengals

GAMEPLAY RATING

FRANCHISE RISES STEADY

Overall Team Rating: 79
Offense: 80
Defense: 80
Offensive Scheme Efficiency: 5.1
Defensive Scheme Efficiency: 4.8
Chemistry: 100

2016 TEAM RANKINGS

1st ACF Depth: (+2.22)
Rushing Offense: 5th
Passing Offense: 10th
Rushing Defense: 6th
Passing Defense: 10th

2016 TEAM LEADERS

Passing: Andy Dalton: 3250
Rushing: Jeremy Hill: 1124
Receiving: A.J. Green: 1297
Sacks: Carlos Dunlap: 8.5
INTS: Reggie Nelson: 3

KEY ADDITIONS

Will Russell LaFell
Defensive Tackle - Redskins

KEY MISSES

LB Brittain Jackson III
WR Mario Alford
CB Darqueze Dennard
LB Vontaze Burfict

COACH

Marvin Lewis
Offense: Hue Jackson
Offensive Scheme: Multiple
Defense: Paul Guenther

OFFENSIVE SCOUTING REPORT

- Last season QB Andy Dalton was ranked 30th-best player in the NFL by his peers and because of his stellar performance throughout the season, he is expected to not get better. After seeing what he could do in Week 1 against the Ravens, he's proven that he's a top-10 QB in the league.
- Even though the passing game was strong last season, RB A.J. Green is still by far the best receiver without much room, as is the TE duo of Tyler Eifert and Tyler Kroft. The key for this offense is how easy it is to stop the Bengals' passing game.
- With TE Tyler Eifert's good performance last year, this season shows tremendous promise for the young TE. Eifert has plenty of years left in the system with the first-year passing lifestyle, and there's no doubt that this season will be his breakout.

DEFENSIVE SCOUTING REPORT

- Even though safeties can be hard to strong suit, they have picked up a few rookies who may be able to help them out. Cincinnati has been able to find the needed talent, but it also needs to find a way to keep them on the field in order to make the difference.
- DT Geno Atkins made some major improvements last year and he's coming off of a lot of steak. It may be crucial for him to have a good season as well this year.
- Depth is not what comes to mind when you consider the Bengals; however, they have more than enough talent to make a difference. Keep the good coverages making the decisions this year and make sure you keep your players in the right spot.

SCHEDULE

1	SEP 11	8:30	@		BYE
2	SEP 18	1:00	@		STEELERS
3	SEP 25	1:00	@		BRONCOS
4	SEP 29	8:25	@		DOLPHINS
5	OCT 09	4:25	@		LIONS
6	OCT 16	1:00	@		PATRIOTS
7	OCT 23	1:00	@		BROWNS
8	OCT 30	8:30	@		REDSKINS
9	BYE WEEK				
10	NOV 06	8:30	@		GIANTS
11	NOV 13	1:00	@		BILLS
12	NOV 27	1:00	@		RAVENS
13	DEC 04	1:00	@		EAGLES
14	DEC 11	1:00	@		BROWNS
15	DEC 18	8:30	@		STEELERS
16	DEC 24	8:25	@		TEXANS
17	JAN 01	1:00	@		RAVENS

KEY PLAYERS

KEY OFFENSIVE PLAYER

A.J. GREEN #18
WR | 6'4" | 211 lbs | Georgia | Lvl 5

Overall, Green's stats more increased and he continues to be the best WR on the field. Due to the lack of depth on the team, expect Green to get the ball a lot this season.

KEY PLAYMAKER

GENO ATKINS #97
DT | 6'1" | 310 lbs | Georgia | Lvl 5

With a combined 36 tackles, 11 sacks, and a forced fumble, Atkins had a great season and is expected to have another 10+ sack season. With his ability to get to the backfield, he makes life much easier for the linebackers behind him.

He may not be the fastest player on the field, but he can reach his top speed rather quickly. Atkins' acceleration of this year is a key factor in his success.

KEY ROOKIE

WILLIAM JACKSON III #22
CB | 6'2" | 189 lbs | Ohio State | Lvl 6

The Bengals need some help on defense if they want to compete for the championship this season, and picking up Jackson was a great move. With his speed and jumping ability, he's a great piece of pass coverage to have on the field.

Finishing up rehabbing an injury in a groin strain, even if there are a few pre-season HR's hobbling into the season.

KEY SLEEPER

BRANDON LAFELL #11
WR | 6'3" | 210 lbs | LSU | Lvl 5

LaFell is a great player and has enough experience in the league to be a great asset for this team.

The Bengals have been looking depth in their WR game, but the addition of Brandon LaFell should be a great way to remedy the issue.

OFFENSIVE DEPTH CHART

P.#	NAME	AGE
QB	Andy Dalton	29
QB	A.J. Green	28
QB	Jeremy Hill	24
QB	Joe Lewis	21
QB	Giovani Bernard	24
HB	Jeremy Hill	24
HB	Cedric Peerman	31
HB	Cedric Peerman	31
HB	Cameron Cartee	22
HB	Rex Burkhead	25
HB	Jonathan Layne	22
WR	Tyler Boyd	21
WR	Tyler Boyd	21
WR	Cody Core	22
WR	James Wright	22
WR	Brandon Tate	30
WR	Mario Alford	24
WR	Cameron Cartee	22
TE	Tyler Eifert	26
TE	Tyler Kroft	24
TE	C.J. Uzomah	25
TE	Devin Harris	22
LT	Cedric Boswell	24
LT	Andrew Whitworth	35
LT	Cedric Ogbuehi	24
LG	Kevin Zeitler	26
LG	Christian Westerman	25
LG	Alex Cappa	22
C	Russell Bodine	28
C	Jeremiah Sirles	24
C	Alex Redmond	22
RT	Andrew Whitworth	35
RT	Jake Fisher	24
RT	Trevor Sata	22

DEFENSIVE DEPTH CHART

P.#	NAME	AGE
LE	Carlos Dunlap	27
LE	Marquis Flowers	24
LE	Ryan Glasgow	22
DT	Geno Atkins	28
DT	Domata Peko	31
DT	Pat Sims	25
DT	Andrew Billings	22
DT	Brandon Thompson	22
DT	Marcus Hardison	22
RE	Michael Johnson	30
RE	Will Clarke	22
LOLB	Karlos Dansby	35
LOLB	Jayme Lawrence	22
LOLB	Trevor Roach	22
MLB	Rey Maualuga	29
MLB	Vincent Rey	25
MLB	Nick Vigil	23
ROLB	Vontaze Burfict	26
ROLB	P.J. Dawson	23
ROLB	Marquis Flowers	24
CB	Adam Jones	30
CB	Josh Shaw	24
CB	Darqueze Dennard	23
CB	Dre Kirkpatrick	25
CB	William Jackson III	22
CB	Charles Brown	23
FS	Josh Shaw	24
FS	George Iloka	24
SS	Shawn Williams	25
SS	Shawn Williams	25
SS	Clayton Fejedelem	24
SS	Taylor Mays	28

SPECIAL TEAMS

P.#	NAME	AGE
K	Mike Nugent	36
P	Kevin Huber	29
P	Hunter	21

BEST OFFENSIVE PLAYS

BEST RUN - STRONG CLOSE – QUICK TOSS

QB	HB	LT	LG	C	RG	RT	TE	WR	WR
Quick Toss - Strong Close vs. Man	Weight Play - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Crack Toss Right - Strong Close	Crack Toss Right - Strong Close	Pull Block - Strong Close
Quick Slant Out - Strong Close vs. Man	Weight Offense Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Counterplay X Trips Right - Strong Close	Counterplay X Trips Right - Strong Close	Pull Block Wk Side - Strong Close
Stamp Pass - Strong Close vs. Man	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Crack Toss vs. Cover 3 Double Strong Close

BEST PASS - STRONG CLOSE – PA SCISSORS

QB	HB	LT	LG	C	RG	RT	TE	WR	WR
Quick Slant Out - Strong Close vs. Man	Weight Play - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Crack Toss Right - Strong Close	Crack Toss Right - Strong Close	Pull Block Wk Side - Strong Close
Quick Slant Out - Strong Close vs. Man	Weight Offense Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Counterplay X Trips Right - Strong Close	Counterplay X Trips Right - Strong Close	Pull Block Wk Side - Strong Close
Stamp Pass - Strong Close vs. Man	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Crack Toss vs. Cover 3 Double Strong Close

BEST PASS - LEAD

QB	HB	LT	LG	C	RG	RT	TE	WR	WR
Quick Slant Out - Strong Close vs. Man	Weight Play - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Pull Block - Strong Close	Crack Toss Right - Strong Close	Crack Toss Right - Strong Close	Pull Block Wk Side - Strong Close
Quick Slant Out - Strong Close vs. Man	Weight Offense Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Drive Trap - Strong Close	Counterplay X Trips Right - Strong Close	Counterplay X Trips Right - Strong Close	Pull Block Wk Side - Strong Close
Stamp Pass - Strong Close vs. Man	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Slant Flat Right - Strong Close	Crack Toss vs. Cover 3 Double Strong Close

BEST DEFENSIVE PLAYS

BEST RUN 3 - 43 NORMAL – RUN FREE MAN

DE	DT	DT	DE	MLB	LOLB	ROLB	CB	FS	SS	CB
Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run
Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run
Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run

RUN DEFENSE

Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Jet Sweep - Run Free Man vs. Run	Jet Sweep - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run
Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run	Jet Sweep - LB Run Free Man vs. Run
Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run
Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run

BEST PASS D- 43 NORMAL – COVER 9

DE	DT	DT	DE	MLB	LOLB	ROLB	CB	FS	SS	CB
Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run
Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run
Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run

PASS DEFENSE

Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run	Attack Passer - Run Free Man vs. Run
Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run	Contain - Run Free Man vs. Run
Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run	Spill - Run Free Man vs. Run

MADDEN 17

Team
Buffalo Bills

GAMEPLAY RATING 82

FRANCHISE MODE STRATEGY

Overall Team Rating: 82
Offense: 83
Defensive Scheme: Balanced Offense
Defensive Scheme: 3-4 Base
Special Teams: 77
Intensities: 57 58 51

2015 TEAM RANKINGS

Overall Team Rank #22
Passing Offense: 20th
Rushing Offense: 24th
Passing Defense: 16th
Rushing Defense: 31st
Turnovers: 28th
2015 Season Offense: 5

KEY ADDITIONS

QB Jordan Drunzella
LT Cedric Lattimore
C Mitch Morse
WR Lavelle Hankerson

KEY RETURNERS

QB Caroline Jones
RB Jeremy Hill
LB Reggie Pegland

COACH

Rex Ryan
Offensive Scheme: Pro
Defensive Scheme: Multi 3-4/4-3
Offensive Formation: Multi Lineset

OFFENSIVE SCOUTING REPORT

- The Bills were a little quiet when it came to gathering free agents during the offseason, but they did spend time re-signing some of their own players such as Mario Williams, Eric Wood, and Richie Incognito. They also drafted Cordy Glenn and Cedric Lattimore to help improve the offensive line.
- Last season, the Bills' running game was the best in the league and there are no reasons to expect much less this season. With a deep bench for RBs, they do have the luxury to rest the starters when possible. It's important to note that they did some rebuilding of their WR depth, but that might just be a safety precaution for now.
- Picking up WR Lavelle Hankerson should prove to be a worthwhile investment as the year of the Bills. Last season, Hankerson was a key cog on his team effort, but his experience in the league matched with his speed may increase his role in the offense.

DEFENSIVE SCOUTING REPORT

- After the loss of DE Jacoby Ellerbee and CB Pat Angerer, the Bill needed to do something about their back field. They signed CB Stephon Gilmore and drafted S Jordan Poyer. Gilmore is a big, physical corner who can cover. His measurements should prove useful.
- FS Corey Graham has the speed and agility to lock the zone defense, but it's not certain that he will be enough of a playmaker to help the defense. Hopefully he can find his groove in his new role and help the Bills' secondary to be more effective.
- The offseason has shown great results for LB Preston Brown as he will be a fixture in the offense now for the next few years. He is a solid tackler and has the speed to cover the flat as well as a blue zone.

SCHEDULE

1	SEP 11	1:00P	@	RAVENS
2	SEP 18	8:25P	@ MET	JETS
3	SEP 25	1:00P	PHIL	CARDINALS
4	OCT 02	1:00P	@	PATRIOTS
5	OCT 09	4:25P	@	BEARS
6	OCT 16	1:00P	PHP	49ERS
7	OCT 23	1:00P	@	DOLPHINS
8	OCT 30	1:00P	@	PATRIOTS
9	NOV 01	8:30P	WSHTN	SEAHAWKS
10	BYE WEEK			
11	NOV 20	1:00P	PHIS	BENGALS
12	NOV 27	1:00P	@	JAGUARS
13	DEC 04	4:05P	@	RAIDERS
14	DEC 11	1:00P	@	STEELERS
15	DEC 18	1:00P	@	RAVENS
16	DEC 24	1:00P	@	DOLPHINS
17	JAN 01	1:00P	@	JETS

KEY PLAYERS

KEY OFFENSIVE PLAYER

LESEAN MCCOY #25
HB · 5'9" · 208 · 10 Starter · OVR 7

LeSean McCoy was the major element to the Bills' running game success and will continue to improve the pros. McCoy is the perfect fit for the offense and he will be a key factor in the success.

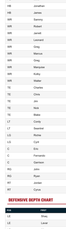
KEY DEFENSIVE PLAYER

MARCELL DAREUS #99
DE · 6'3" · 270 · 3 Starter · OVR 77

He is extremely difficult to defend because of the two-way nature he is accustomed. He is a powerful end quick, so an end with the ability to get around the edge is a must. He is also a force against the run.

KEY ROOKIE

SHAQ LAWSON #90
HYB · 6'3" · 251 · 0 Starter · OVR



The Bills were looking for a player that could help their defense out in the draft and they got him. Lawson is fast and agile and has the ability to get around the edge and make plays.

KEY SLEEPER

STERLING MOORE #41
CB · 5'10" · 196 · 0 Starting · OVR 73

It's hard to expect a new team member to come in and be somewhat the entire solution to the position, especially after losing the great Nnamdi Asomugha from the Eagles. However, it is extremely likely that Moore will be an improvement to the Bills' secondary in a lot of memorable exchanges.

The combination of Moore's reputation and Asomugha's refugee is powerful to cover the nearest players' hands.

DEFENSIVE DEPTH CHART

POS	1ST	2ND	3RD
QB	Taylor	Manuel	11
QB	T.J.	Manuel	11
HB	Gordon	Jones	88
HB	LeSean	McCoy	88
FB	Ayers	Williams Sr.	79
FB	Mike	Gillette	79
FB	Jonathan	Williams	47
FB	James	Winter Jr.	84
WR	Sammy	Watkins	14
WR	Robert	Woods	13
WR	Jamell	Boykin	15
WR	Leonard	Hankerson	15
WR	Greg	Little	89
WR	Marcus	Easley	87
WR	Greg	Salas	87
WR	Marquise	Goodwin	86
WR	Kelby	Lokombo	86
WR	Walter	Powell	85
TE	Charles	Clay	84
TE	Chris	Gragg	13
TE	Tony	Clay	13
TE	Nick	D'Lewis	85
TE	Blake	Annen	85
LT	Cordy	Glenn	66
LT	Cedric	Henderson	66
LG	Richie	Incognito	68
LG	Cyril	Richardson	63
C	Eric	Wood	61
C	Romaine	Ubiena	61
C	Gabe	Jackson	56
RG	Mike	Pouncey	60
RG	Jon	Feliciano	60
RT	Jordan	Mills	75
RT	Seantrel	Henderson	75

DEFENSIVE DEPTH CHART

POS	1ST	2ND	3RD
LE	Lawrence	Dareus	99
LE	Lavar	Edwards	99
LE	M.	Crawford	99
DT	Marcell	Dareus	99
DT	Kyle	Williams	95
DT	Corbin	Bryant	71
DT	Anderson	Washington	71
DT	T.J.	Barnes	67
DT	Jerel	Worthy	67
RE	Jerry	Hughes	98
RE	Lloyd	Orlando	98
RE	Mike	Vallen	59
LOLB	Lorenzo	Alexander	53
LOLB	Manny	Lawson	11
MLB	Randall	Johnson	47
MLB	Preston	Brown	13
MLB	Jerrell	Luallen	13
MLB	Kevin	Reddick	47
ROLB	Zach	Brown	50
ROLB	Reggie	Pegland	14
ROLB	Nigel	Bradham	14
CB	Ronald	Darby	25
CB	Sterling	Moore	25
CB	Nickell	Robey	21
CB	Jerrell	Freeman	21
CB	Corey	White	20
FS	Aaron	Williamson	20
FS	Nana	Boateng	43
FS	Corey	Graham	43
FS	Duke	Williams	42
FS	Jonathan	Dowling	42
SS	Jairus	Williams	31
SS	Robert	Blanton	31
SS	Colt	Anderson	31
SS	Phillip	Thomas	30
SS	Jonathon	Meeker	30

SPECIAL TEAMS

POS	1ST	2ND
K	Dan	Carpenter
P	Jordan	Gay
LS	Garrett	Ott

BEST OFFENSIVE PLAYS

BEST RUN - SINGLE ACE PAIR FLEX - HB SLASH

Strong Pro - HB Dive	Singleback Ace - Inverted Veer	Singleback Ace - Inverted Veer Option	Strong I Form - Power Pitch	Strong I Form - Split Zone	Shot Gun Offset I Form - Power Pitch	Shot Gun Offset I Form - Split Zone
Singleback Wide - HB Dive	Singleback Ace - HB Slash	Singleback Jumbo - HB Slash	Strong I Form - HB Slash	Weak Ace Tackle - HB Slash	Shot Gun Open - HB Slash	Pistol Ace - HB Slash
Singleback Wide - HB Slash	Singleback Ace - Inverted Veer	Strong Pro - HB Slash	Shot Gun Trey - Inverted Veer	Singleback Ace Pair - Inverted Veer	Pistol Trey - Inverted Veer	

RUNNING PLAYS

Singleback Ace - Power Pitch	Singleback Ace - Power Pitch Option	Singleback Ace - Split Zone	Strong I Form - Power Pitch	Strong I Form - Power Pitch Option	Shot Gun Offset I Form - Power Pitch	Shot Gun Offset I Form - Power Pitch Option
Singleback Wide - Power Pitch	Singleback Ace - Power Pitch	Singleback Jumbo - Power Pitch	Strong I Form - Split Zone	Weak Ace Tackle - Power Pitch	Shot Gun Open - Power Pitch	Pistol Ace - Power Pitch
Singleback Wide - Split Zone	Singleback Ace - Split Zone	Strong Pro - HB Power	Shot Gun Trey - Power Pitch	Singleback Ace Pair - Power Pitch	Pistol Trey - Power Pitch	Pistol Trey - Split Zone

BEST PASS - SINGLEBACK ACE PAIR FLEX - PA PL BWS

Singleback Ace - PA PL BWS	Singleback Ace - PA PL Deep Cross	Singleback Ace - PA PL Flat Zone	Singleback Ace - PA PL Slant Flat	Singleback Ace - PA PL Stick	Singleback Ace - PA PL Y Cross	Singleback Ace - PA PL Y Sail
I Form Pro - Play Action Post	I Form Pro - Play Action Post Option	Shot Gun Spread - PA PL Deep Cross	Shot Gun Spread - PA PL Flat Zone	Shot Gun Trey - PA PL Deep Cross	I Form Pro - Play Action Post Slant	Shot Gun Open - PA PL Deep Cross
I Form Pro - PA PL Deep Cross	I Form Pro - PA PL Flat Zone	Shot Gun Spread - PA PL Slant Flat	Shot Gun Trey - PA PL Flat Zone	Shot Gun Trey - PA PL Slant Flat	I Form Pro - PA PL Slant Flat	Shot Gun Open - PA PL Flat Zone

PASSING PLAYS

Singleback Ace - PA PL Deep Cross	Singleback Ace - PA PL Flat Zone	Singleback Ace - PA PL Slant Flat	Singleback Ace - PA PL Stick	Singleback Ace - PA PL Y Cross	Singleback Ace - PA PL Y Sail	Singleback Wide - PA PL Deep Cross
Singleback Wide - PA PL Flat Zone	Singleback Wide - PA PL Slant Flat	Strong Pro - PA PL Deep Cross	Pistol Ace - PA PL Deep Cross	Pistol Ace - PA PL Flat Zone	Pistol Ace - PA PL Slant Flat	Pistol Ace - PA PL Stick
Pistol Ace - PA PL Y Cross	Pistol Ace - PA PL Y Sail	Pistol Trey - PA PL Deep Cross	Pistol Trey - PA PL Flat Zone	Pistol Trey - PA PL Slant Flat	Pistol Trey - PA PL Stick	Pistol Trey - PA PL Y Cross
Pistol Trey - PA PL Y Sail						

BEST DEFENSIVE PLAYS

BEST RUN D - 3-4 - 3-4 DIVE - PHOS DIVE 3

3-4 Dive - Phos Dive 3	3-4 Dive - Phos Dive 4	3-4 Dive - Phos Dive 5	3-4 Dive - Phos Dive 6	3-4 Dive - Phos Dive 7	3-4 Dive - Phos Dive 8	3-4 Dive - Phos Dive 9
3-4 Pinches - MLB Dive	3-4 Slant - MLB Dive	3-4 Slant - Wing Dive	3-4 Slant - Wing Dive Option	3-4 Slant - Lizard Dive	3-4 Slant Cat - LOLB Dive	3-4 Pinches - LOLB Dive

BEST PASS D - 3-4 - COVER 6

3-4 Cover 6 - Quarter 3 Deep Hook	3-4 Cover 6 - Quarter 3 Flat Zone	3-4 Cover 6 - Quarter 3 Hook Curl Zone	3-4 Cover 6 - Quarter 4 Deep Hook	3-4 Cover 6 - Quarter 4 Flat Zone	3-4 Cover 6 - Quarter 4 Hook Curl Zone	3-4 Cover 6 - Quarter 5 Deep Hook
3-4 Pinches - LOLB Dive	3-4 Pinches - MLB Dive	3-4 Slant - Wing Dive	3-4 Slant - Wing Dive Option	3-4 Slant - Lizard Dive	3-4 Slant Cat - LOLB Dive	3-4 Pinches - LOLB Dive

PASS DEFENSE

3-4 Cover 6 - Quarter 5 Flat Zone	3-4 Cover 6 - Quarter 5 Hook Curl Zone	3-4 Cover 6 - Quarter 6 Deep Hook	3-4 Cover 6 - Quarter 6 Flat Zone	3-4 Cover 6 - Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 2	Nickle 3-4 - Cover 3
Nickle 3-4 - Cover 4	Nickle 3-4 - Cover 6	Nickle 3-4 - Cover 6 Man	Nickle 3-4 - Cover 6 Man Option	Nickle 3-4 - Cover 6 Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Quarter 3 Hook Curl Zone
Nickle 3-4 - Cover 6 Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Quarter 6 Deep Hook
Nickle 3-4 - Cover 6 Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Split Zone	Nickle 3-4 - Cover 6 Split Zone Option	Nickle 3-4 - Cover 6 Tampa 2	Nickle 3-4 - Cover 6 Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone
Nickle 3-4 - Cover 6 Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 4 Deep Hook
Nickle 3-4 - Cover 6 Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Quarter 6 Flat Zone
Nickle 3-4 - Cover 6 Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Option
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 4 Flat Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Split Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Option
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Deep Hook
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone Option
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Flat Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Flat Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2 Option
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Hook Curl Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 4 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 5 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Deep Hook
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Flat Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 6 Hook Curl Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Split Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Tampa 2 Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone
Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Option	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Trips Zone Press Quarter 3 Deep Hook	Nickle 3-4 - Cover 6 Trips Zone Press Trips Zone Press Trips Zone Press

PEDRO
PEDRO.COM

MADDEN NFL 17

Owner
Denver Broncos

GAMEPLAY RATING 80

FRANCHISE RISE STRATEGY

Overall Team Rating: 80
Offense: 81
Defense: 79
Special Teams: 80
Team Chemistry: Fair
Team Salary Cap: $143.28M
Cap Space: $1.72M

2016 TEAM RANKINGS

1st NFL Sack (14.0)
1st NFL Defense (79)
Passing Offense: 17th
Rushing Offense: 19th
Rushing Defense: 3rd

2016 TEAM LEADERS

Passing: Peyton Manning: 2339
Rushing: Ronnie Hillman: 863
Receiving: Demaryius Thomas: 1304
Tackles: Brandon Marshall: 102
Sacks: Von Miller: 11
INTs: Aqib Talib: 5

KEY ADDITIONS

LB Derrick Mathis
Offensive Tackle: Jared Veldheer
DL Darius Kilgo
DL Vance Walker

KEY RISKERS

LB Preston Smith
FS Justin Simmons

COACH

Gary Kubiak
Career: 68-60
Offensive Scheme: Zone Run
Defensive Scheme: Attacking 3-4

OFFENSIVE SCOUTING REPORT

- Coming off a championship, the Broncos Broncos are ready to go all this era again. However, they will have some challenge replacing the departed Peyton Manning. Picking up Osweiler's option bonus was a smart move, but he is a downgrade.
- The offense is going to need some big performances out of the quarterback and receivers if the Super Bowl hopes are to be realized. Osweiler is an inconsistent passer and will have to be on his game for the Broncos to win.

SCHEDULE

1	SEP 08	8:30*	PANTHERS
2	SEP 18	4:25*	COLTS
3	SEP 25	1:00*	BENGALS
4	OCT 02	4:05*	BUCCANEERS
5	OCT 09	8:30*	FALCONS
6	OCT 13	7:25*	CHARGERS
7	OCT 24	8:30* ESPN	TEXANS
8	OCT 30	4:05*	CHARGERS
9	NOV 06	1:00*	RAIDERS
10	NOV 13	1:00*	SAINTS
11	BYE WEEK		
12	NOV 27	4:25*	CHIEFS
13	DEC 04	1:00*	JAGUARS
14	DEC 11	1:00*	TITANS
15	DEC 18	4:25*	PATRIOTS
16	DEC 25	8:30*	CHIEFS
17	JAN 01	4:25*	RAIDERS

KEY PLAYERS

KEY OFFENSIVE PLAYER

EMMANUEL SANDERS #10
WR · 5'10" · 194 lbs · 9 Starter · 27 Yr

MADDEN 17

Cleveland Browns

GAMEPLAY RATING 80

FRANCHISE HOME STADIUM

Overall Team Rating: 79
Offense: 79
Offensive Scheme: Balanced Offense
Defense: 79
Defensive Scheme: 3-4 Hybrid
Special Teams: 82

2016 TEAM RANKINGS

4th #PC Yards (4,112)
16th #PC Yards (3,712)
Passing Offense Rank: 13th
Rushing Offense Rank: 8th
Passing Defense Rank: 5
Rushing Defense Rank: 27

KEY ADDITIONS

QB Cody Kessler
WR Kenny Britt
LB Jamie Collins
CB Jamar Taylor

KEY ROOKIES

WR Corey Coleman
DE Emmanuel Ogbah
TE Rob Crockett

COACH

Hue Jackson
Offensive Scheme: Spread
Offensive Scheme Record: 5-11

OFFENSIVE SCOUTING REPORT

- The Browns really suffered last year by not being able to run on the offensive end. The reasons does not train a running game, but because they were not good at running. Let's hope that this is something that will change with the addition of Kizer and Hyde.
- Josh McCown has a little bit of trouble getting used to beating the team, but as he seems up to his 5th season and he knows the ins and outs of the system, and he is a veteran presence and a quick read that defense a few seconds.
- Terrelle Pryor has been moved to the Browns' offense. He has the speed, but he is a route runner and should not be a big part of the offense. Pryor is a big play guy, but the offense must find more than this. Pryor has to have a shot at the playoffs. However, with the new and major draft choices, there may be some room for improvement.

DEFENSIVE SCOUTING REPORT

- Last season was probably one of the strongest efforts the Browns will experience for a couple of years. That doesn't mean that they have a bad defense. Because of the addition of Jamie Collins and Jamar Taylor, this is a good defense.
- The addition of Seth Devalve to Kizer is huge. Because of the same defensive mentality in the season of Madden 17, Devalve should prove to be a great asset to the offense. Kizer has the ability to be a big target for the QB.
- The Browns defense will remain some of the better CBs in the league, this will not just mean weapons against any opponent's offense. The Browns' defense has the ability to create turnovers and can be a quick start defense a few years and a time. Keep this in mind when calling place because drafting the line of scrimmage is a great way to combat opponent's offense.

SCHEDULE

1	SEP 11	1:00P	EAGLES
2	SEP 18	1:00P	RAVENS
3	SEP 25	1:00P	DOLPHINS
4	OCT 02	1:00P	REDSKINS
5	OCT 09	1:00P	PATRIOTS
6	OCT 16	1:00P	TITANS
7	OCT 23	1:00P	BENGALS
8	OCT 30	1:00P	JETS
9	NOV 06	1:00P	COWBOYS
10	NOV 10	8:25P	RAVENS
11	NOV 20	1:00P	STEELERS
12	NOV 27	1:00P	GIANTS
13	BYE WEEK		
14	DEC 11	1:00P	BENGALS
15	DEC 18	1:00P	BILLS
16	DEC 24	1:00P	CHARGERS
17	JAN 01	1:00P	STEELERS

KEY PLAYERS

KEY OFFENSIVE PLAYER

JOE THOMAS #73

6'5 · 312 lbs · 37 Yrs · Illinois · Wisconsin · 13th Yr

Joe Thomas has an amazing ability to get his hands on defenders and keep them away from his body. He's strength and durability will keep the quarterback protected with much less effort than any other linemen.

Because of the injury to Mitchell Schwartz in Week 17, Thomas' transition, being stuck with Schwartz's blocking is a head

KEY DEFENSIVE PLAYER

JOE HADEN #23

6'0 · 197 lbs · 31 Yrs · Florida · 10th Yr

Haden is fast and he knows what he's doing. With the ability to cover ground quickly, we rob to play the zone and can make plays on the ball.

Haden is a great CB and will be a great addition to the Browns' defense. He has the ability to cover the WR and can make plays on the ball. He has the ability to read the play almost allow him to get back to coverage in all indoor.

KEY ROOKIE

COREY COLEMAN #19

5'10 · 195 lbs · 22 Yrs · Baylor · 1st Yr

The Browns were bad WRs and they got one this season. Continue to develop Coleman's speed and elusiveness, and he will be a great addition to the Browns' offense.

Coleman is a speed receiver and will be a great addition to the Browns' offense. He has the ability to run routes and can make plays on the ball. He has the ability to run routes and can make plays on the ball. He has the ability to run routes and can make plays on the ball.

KEY SLAYER

DON JONES #38

6'0 · 210 lbs · 24 Yrs · Arkansas St. · 1st Yr

Don Jones is quick and while he may not have the best boundaries rating on the team, he makes up for it with his speed. Get him in the open field and watch him fly by defenders.

Jones defense is huge for anyone the zones. Being able to hold the edge will be key and Jones is the man to do it.

DEPTH CHART

OFFENSIVE DEPTH CHART

P.	PREV	DEP
QB	Hoyer	Griffin III
QB	Josh	McCown
QB	Cody	Kessler
QB	Austin	Davis
RB	Isaiah	Johnson Jr.
RB	Isaiah	Crowell
RB	Duke	Johnson
RB	Glenn	Winston
RB	Terrance	Johnson
WR	Corey	Coleman
WR	Andrew	Gordon
WR	Andrew	Hawkins
WR	Gabriel	Marshall
WR	Travis	Benjamin
WR	Rashad	Ross
WR	Josh	Hyde
WR	Rashard	Higgins
WR	Jamel	Jennings
WR	Terrelle	Pryor
WR	Ronald	Vaitai
TE	R.J.	Bibbs
TE	Jordan	Cameron
TE	Charles	Hughsitt
TE	Jim	Thomas
LT	Joe	Blanks
LG	Kevin	Johnson
LG	Cameron	Buffkin
C	Austin	Spitrell
RG	Alex	Mack
RG	Spencer	Baley
RG	Michael	Garrison
RT	Austin	Durkin
RT	Donald	Fleshler

DEFENSIVE DEPTH CHART

P.	PREV	DEP
LE	Armonty	Bryant
LE	Danny	Shelton
DT	Jamie	Meder
DT	John	Hughes III
RE	Carl	Nassib
RE	Derek	Couper
LOLB	Barkevious	Mingo
LOLB	Emmanuel	Ogbah
LOLB	Nate	Orchard
MLB	Cam	Johnson
MLB	Donterrio	Wells
MLB	Christian	Kirksey
MLB	Jamie	Collins
ROLB	Jerrell	Wright III
ROLB	Tank	Carter
MLB	Dominique	Alexander
MLB	Paul	Kruger
ROLB	Joe	Schobert
ROLB	Jabrill	Jeffcoat
CB	Joe	Haden
CB	Pierre	Desir
CB	K'Waun	Williams
CB	Justin	Gilbert
CB	Jamar	Taylor
CB	Ibraheim	Campbell
CB	Charlie	Gaines
CB	Tim	Caldwell
FS	Eric	Patterson
FS	Rahim	Moore
FS	Don	Jones
FS	Jordan	Poyer
FS	Sean	Baker
FS	Andrew	Campbell
FS	Derrick	Kindred

SPECIAL TEAMS

P.	PREV	DEP
K	Travis	Coons
P	Pearce	Murray

BEST OFFENSIVE PLAYS

BEST RUN - SINGLEBACK ACE - 00 STRETCH

BEST PASS - SINGLEBACK ACE - PA ACE 60

RUNNING PLAYS

1st Down	2nd Down	3rd & Short	3rd & Long	4th & Inch	4th & Long
Singleback Ace - 00 Stretch	Singleback Ace - 00 Stretch	Singleback Ace - 00 Stretch	Singleback Ace - 00 Stretch	Singleback Ace - 00 Stretch	Singleback Ace - 00 Stretch
I-Form Tight - 22 Power	Singleback Ace - HB Slant	Single Pro - HB Slant	I-Form Jumbo - 22 Power	Shield I-Form - 22 Power	Pro-T Flex Open - 22 Power
Pro-T Flex Open - 22 Power	Shield I-Form - 22 Power	Shotgun Trips - 22 Power	Pistol I-Form - 22 Power	Singleback Ace - 22 Power	Pistol I-Form - 22 Power

PASSING PLAYS

1st Down	2nd Down	3rd & Short	3rd & Long	4th & Inch	4th & Long
Dual Spot - Dagger Flat	Shotgun Trips - Dagger Flat	Singleback Ace - Dagger Flat	Gun Bunch Mir - Dagger Flat	Singleback Ace - Dagger Flat	Singleback Ace - Dagger Flat
Gun Doubles Slot - Dagger Flat	Gun Bunch Mir - Dagger Flat	Trey Wing Mir - Dagger Flat	Singleback Ace - Dagger Flat	Gun Bunch Mir - Dagger Flat	Gun Bunch Mir - Dagger Flat
Gun Doubles Y Cross - Y Cross Flat	Gun Trey - Y Cross Flat	Shotgun Trips - Y Cross Flat	Trips Y Flat - HB Angle	Singleback Pro Set - Y Cross Flat	Gun Trey - Y Cross Flat

BEST DEFENSIVE PLAYS

BEST RUN D - 34-3RB - PHEN WIDE 9

BEST PASS D- 34-3RB - COVER 3 MATCH

RUN DEFENSE

1st Down	2nd & Short	2nd & Long	3rd & Short	3rd & Long	4th & Short
34-3RB - Phen Wide 9	34-3RB - Phen Wide 9	34-3RB - Phen Wide 9	34-3RB - Phen Wide 9	34-3RB - Phen Wide 9	34-3RB - Phen Wide 9
34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match
34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber

PASS DEFENSE

1st Down	2nd & Short	2nd & Long	3rd & Short	3rd & Long	4th & Short
34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match	34-3RB - Cover 3 Match
34-3RB - Cover 3 Seam	34-3RB - Cover 3 Seam	34-3RB - Cover 3 Seam	34-3RB - Cover 3 Seam	34-3RB - Cover 3 Seam	34-3RB - Cover 3 Seam
34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber	34-3MB - FS Robber

PRIME GUIDES

2016

MADDEN NFL 17

Team
Tampa Bay Buccaneers

GAMEPLAY RATING

82

FRANCHISE MODE STRATEGY

Overall Team Rating: 80
Offense: 81
Defense: 80
Offensive Scheme: Vertical Offense
Defensive Scheme: 4-3 Cover 3
Strengths: RB, TE, DL
Weaknesses: QB, WR

2016 TEAM LEADERS

PA NFC South: #5 (T-21st)
Passing: Jameis Winston, 4,042
Rushing: Doug Martin, 1,402
Receiving: Mike Evans, 1,206
Sacks: Gerald McCoy, 8.5
INTS: Vernon Hargreaves III, 3

KEY ADDITIONS

JC Le Chanois
Kwon Alexander
LB Daryl Smith

KEY RETURNS

CB Vernon Hargreaves III
TE Evan Rodriguez
DT Will Gholston

COACH

Dirk Koetter
Offense: 81
Offensive Scheme: Vertical Offense
Defensive Scheme: Multiplexing 4-3

OFFENSIVE SCOUTING REPORT

- If you started QB Jameis Winston over Mike Glennon last season, you know you made a good decision, and it's no different this year. Looking at the QB's rookie year, Winston has the ball flying and is ready to lead his team.
- He has the ball with Mike Evans for almost another season. Doug Martin is a better complete runner, but Evans will see a big bump in the better and refined this year. Martin's speed is still there, but he's not the same player he was in 2014.
- Because of the transactions during the offseason, especially in the WR department, the Buccaneers will need to venture on looking from WRs again. The team has Adam Humphries from the Steelers, Donteea Dye Jr., and Kenny Bell all vying and not ready to be integral to the Tampa Bay offense either. Don't know their last name and arguably them.

DEFENSIVE SCOUTING REPORT

- Since coverage for the Buccaneers has gone a little to the better, you can still watch for the Bucs to be among the league's best in terms of run defense. They were 4th in 2015 and 5th in 2014.
- The Buccaneers have switched to an Attacking 4-3 defense, an adjust accordingly. This is another reason to upgrade the secondary and bring in Vernon Hargreaves III. Last year, the defense was 4th in the league in sacks, so the front four has become serious and not to mess.
- Gerald McCoy will continue to be the leader of the defense, and he looks out for his rookies the team should be in good shape. The defense acquires with excellent Brad Muse wings, which will matter for a good title game as long as you don't neglected your place.

SCHEDULE

1	SEP 11	1:00T	PHI	FALCONS
2	SEP 18	4:05T	PHI	CARDINALS
3	SEP 25	4:05T	PHI	RAMS
4	OCT 02	4:05T	PHI	BRONCOS
5	OCT 09	8:30T	ESPN	PANTHERS
6	BYE WEEK			
7	OCT 23	4:05T	PHI	49ERS
8	OCT 30	1:00T	PHI	RAIDERS
9	NOV 03	8:25T	PHI	FALCONS
10	NOV 13	1:00T	PHI	BEARS
11	NOV 20	1:00T	PHI	CHIEFS
12	NOV 27	4:05T	PHI	SEAHAWKS
13	DEC 04	4:25T	PHI	CHARGERS
14	DEC 11	1:00T	PHI	SAINTS
15	DEC 18	1:00T	PHI	COWBOYS
16	DEC 24	1:00T	PHI	SAINTS
17	JAN 01	1:00T	PHI	PANTHERS

KEY PLAYERS

KEY DIFFERENCE PLAYER

DOUG MARTIN

RB | 6'0" | 217 lbs | Boise State | 2014

	50	60	70	80	90	100
OVR	90					
SPD	89					
ACC	88					
AGI	91					
AWR	96					

- Martin's Awareness and Agility ratings are extremely high, making him a great candidate for some good runs this season.
- Martin needs to come to an incredible when running deal with him. Both his Speed and Acceleration ratings will need to be improved. Martin is a good runner, but he's not a speedy one. He's not a burner. He's not a flash.

KEY DEFENSIVE PLAYER

GERALD MCCOY

DT | 6'4" | 300 lbs | Oklahoma | 2010

	50	60	70	80	90	100
STR	92					
TAK	89					
PRC	86					
AWR	86					

- Playing the safety game, the Buccaneers need a key player like Gerald McCoy to be what he does, which is make tackles. With a solid Awareness rating, he should be able to do just that.

- McCoy is an intelligent defensive tackle who will recognize the play faster than most players. Leaning him to his own decision making will be a key to success.

KEY ROOKIE

VERNON HARGREAVES III

CB | 5'11" | 204 lbs | Florida | 2016

	50	60	70	80	90	100
OVR	77					
SPD	90					
ACC	91					
AGI	94					
ELU	81					

- The Buccaneers made lots of good drafts in the offseason and Vernon Hargreaves III is definitely one of the best. Unless he himself-doing becomes a problem, now he speed and agility to cover the toughest and his man.
- Playing man coverage will be a key to his success during his rookie year, and with his speed, he has the tools to transition to the NFL game.

KEY SLEEPER

LUKE STOCKER

TE | 6'4" | 252 lbs | Tennessee | 2013

	50	60	70	80	90	100
OVR	73					
SPD	80					
ACC	87					
AGI	74					
ELU	76					

- Stocker is an all-around great support player. He has an outstanding run block, which is a superb addition to his Awareness rating. He's also looking for the Buccaneers to be a big part of the passing game this season.
- Run Stocker across the middle with a read for a quick time because getting the ball in his hands for a short distance is definitely good for his stats.

DEFENSIVE DEPTH CHART

POS	FIRST	LAST	OVR
DE	Jason	Pierre-Paul	87
DE	Mike	Glennon	71
DE	Ryan	Griffin	62
DE	Dan	LeFevour	60
DE	Greg	Hardy	60
DE	Charles	Sims III	82
DE	Mike	James	71
DE	Deon	Johnson	69
DE	Peyton	Ramsey	62
DE	Mike	Evans	96
DE	Vincent	Jackson	80
DE	Louis	Murphy	71
DE	Jeff	Humphries	67
DE	Russell	Shepard	65
DE	Donteea	Dye Jr	64
DE	Kenny	Bell	63
DE	Howard	Jones	63
DE	Freddie	Martino	58
DE	Evan	Spencer	57
TE	Austin	Seferian-Jenkins	74
TE	Cameron	Brate	73
TE	Luke	Stocker	73
TE	Brandon	Myers	71
TE	Danny	Vitale	69
TE	Tim	Wright	63
TE	Alan	Cross	62
TE	Andrew	Szczerban	62
LT	Donovan	Smith	77
LT	Kevin	Pamphile	71
LG	J.R.	Sweezy	79
LG	Evan	Smith	74
C	Joe	Hawley	67
C	Josh	Allen	62
RG	Ali	Marpet	77
RG	Caleb	Benenoch	66
RT	Demar	Dotson	79
RT	Kevin	Pamphile	71
RT	Taylor	Fallin	58

OFFENSIVE DEPTH CHART

POS	FIRST	LAST	OVR
LE	Robert	Ayers Jr	84
LE	Jacquies	Smith	74
LE	Noah	Spence	71
LE	Howard	Jones	63
LE	Kourtnei	Brown	61
LE	Gerald	McCoy	92
DT	Clinton	McDonald	77
DT	Akeem	Spence	73
DT	Travis	Britz	57
DT	William	Gholston	76
NT	George	Johnson	75
NT	Cliff	Matthews	68
MLB	Bruce	Smith	82
LOLB	Josh	Allen	79
MLB	Kwon	Alexander	76
MLB	Adarius	Glanton	63
MLB	Micah	Awe	59
MLB	Casserious	McKinzy	57
ROLB	Lavonte	David	88
ROLB	Jeremiah	George	68
ROLB	Devante	Bond	62
CB	Brent	Grimes	85
CB	Vernon	Hargreaves III	77
CB	Justin	Rascoe	75
CB	Alterraun	Verner	75
CB	Johnthan	Banks	71
CB	Josh	Aiyer-Bennett	69
FS	Chris	Smith	68
FS	Bradley	McDougald	76
SS	Keith	Wright	63
SS	Chris	Conte	76
SS	Tanner	Terry	71
SS	Kimario	McFadden	63

SPECIAL TEAMS

POS	FIRST	LAST	OVR
K	Roberto	Aguayo	75
P	Bryan	Anger	82
P	Jacob	Schum	76

BEST OFFENSIVE PLAYS

BEST RUN - SINGLEBACK ACE - OUTSIDE ZONE

RUNNING PLAYS

RB Left	RB Right	RB Middle	Shotgun	Strong Left	Strong Right
I Form Close Outside Zone Play Action	I Form Close Outside Zone Play Action	I Form Close Outside Zone Play Action	Shotgun Outside Zone Play Action	I Form Trips TE - HB Dive	Weak I Form Outside Zone Play Action
I Form Close Power Play Action	I Form Trey Dive	I Form Trey Dive	Shotgun Trey Dive	I Form Offset Trey - TE Dive	Ace Pinch Post HB Counter Boot
Singleback Ace Outside Zone Play Action	Singleback Ace Outside Zone Play Action	Singleback Ace Outside Zone Play Action	Shotgun Split Zone Play Action	Shotgun Trey - TE Dive	Singleback Ace Outside Zone Play Action

PASSING PLAYS

RB Left	RB Right	RB Middle	Shotgun	Strong Left	Strong Right
Offset Trey - Mesh	Offset Trey - Mesh	Offset Trey - Mesh	Shotgun Trey - Mesh	Offset Trey - Mesh	Offset Trey - Mesh
Ace Triple Flare - Screen	Pinning Hitches	Singleback Ace Triple Flare	Shotgun Trey - Flare Screen	Ace Trips Open - Wheel Route	Ace Quick Hitch - Boot Hitches
Ace Triple Flare - Flare Screen	Trips Open Post - Flare Screen	Singleback Ace Triple Flare - Flare Screen	Singleback Shotgun Trips Open	Ace Double Post - Flare Screen	Ace Quick Hitch - Boot Hitches

BEST DEFENSIVE PLAYS

BEST 3-4: 3-4 DIVE PLUS - COVER 4

RUN DEFENSE

Goal Line	Short Yardage	Base	Nickel	Dime
3-4 Normal - Cover 4 Zone	3-4 Dive Plus - Cover 4 Zone	4-3 Base Cover 3 Zone	Dime Cover 3 Zone	Nickel Normal - Cover 4 Zone
3-4 Normal - Cover 3 Zone	3-4 Dive - Cover 3 Zone	4-3 Base Cover 4 Zone	Dime Cover 4 Zone	Nickel Blitz - Cover 3 Zone

BEST PASS D: DOLLAR 3-2-6 COVER 4 OR CERTAIN

PASS DEFENSE

Goal Line	Short Yardage	Base	Nickel	Dime
3-4 Normal - Cover 4 Zone	4-3 Over - Cover 4 Zone	46 Base Cover 4 Zone	Dime Cover 6-5-5 - Cover 4 Zone	3-4 Dollar 3-2-6 - Cover 4 Zone	3-4 Dollar 3-2-6 - Cover 3 Zone
3-4 Normal - Cover 3 Zone	4-3 Over - Cover 3 Zone	46 Base Zombie	Dime Cover 6-5-5 - Cover 3 Zone	3-4 Dollar 3-2-6 - Cover 2 Zone	Dime Cover 6-5-5 - Cover 2 Zone

MADDEN NFL 17

Game
Arizona Cardinals

GAMEPLAN RATING 85

FINANCIAL HOME STADIUM
Overall Owner Rating: 85
Revenue: 85
Expenses: 85
Offensive Coordinator Rating: Offense
Defensive Coordinator Rating: Defense

2016 TEAM RANKINGS

1st NFC West (13-3)-(0)
Ranking Overall: 5th
Ranking Offense: 6th
Ranking Defense: 5th
Ranking Defense: 6th

2016 TEAM LEADERS

Passing: Carson Palmer: 4,671
Rushing: David Johnson: 1,239
Receiving: Larry Fitzgerald: 1,215
Sacks: Calais Campbell: 11.0
Sacks: Dwight Freeney: 8
INTs: Tyrann Mathieu: 4

KEY ADDITIONS

MLB Chandler Jones
DE Robert Nkemdiche
WR Chris Johnson

KEY MISSES

LG Earnest Malamoo'ina
RT Jared Veldheer
C Evan Boehm

COACH

Bruce Arians
Offensive Scheme: Offense
Defensive Scheme: Offense 3-4

OFFENSIVE SCOUTING REPORT

- As the Cardinals continue to build their offensive line, Carson Palmer will only get more time to throw the ball.
- Palmer has a strong arm and seasoned vet skills on the team, expect the passing game to be the lead the Cardinals have been in a long time.
- The addition of RB David Johnson has been a huge addition to the running game for the Cardinals, as they continue to build around him and his skillset. Johnson is a dual threat back that can produce. RB Chris Johnson has been hard to employ but season and there is no sign of him losing his shots, but you may have to play David instead.
- WR Larry Fitzgerald really stepped up last season and has been the leading receiving yards. Expect him to be even better this season, as he is a veteran leader on the team. Between everyone running backs, you will have at least one open receiver around every time.

DEFENSIVE SCOUTING REPORT

- MLB Chandler Jones adds some playmaking ability to the Cardinals defense, but Jones will have to adjust to playing in the middle of the defense. Jones is a pass rusher, but he will have to learn to play the run better if he wants to be a three down player.
- The Cardinals still have a lot of young talent, which is good for upgrading the way you want them to, but they are inexperienced and will have to learn on the job. Expect the defense to be a work in progress for the majority of the season.
- Arians's some Corner Blitz like elements, especially to give CB Patrick Peterson some support. He will like the use of speed and is even more VIPE out there, but expect to the other side may become an issue quickly.

SCHEDULE

1	SEP 11	8:30P	@	PATRIOTS
2	SEP 18	4:05P	PRIME	BUCCANEERS
3	SEP 25	1:00P	PRIME	@ BILLS
4	OCT 02	4:25P	PRIME	@ RAMS
5	OCT 06	8:25P	@ MF	@ 49ERS
6	OCT 16	8:30P	PRIME	@ JETS
7	OCT 23	8:30P	@ TNF	SEAHAWKS
8	OCT 30	4:25P	PRIME	@ PANTHERS
9	BYE WEEK			
10	NOV 13	4:25P	PRIME	@ 49ERS
11	NOV 20	1:00P	PRIME	BRONCOS
12	NOV 27	1:00P	PRIME	@ FALCONS
13	DEC 04	4:25P	PRIME	@ REDSKINS
14	DEC 11	1:00P	PRIME	DOLPHINS
15	DEC 18	4:05P	PRIME	@ SAINTS
16	DEC 24	4:25P	PRIME	SEAHAWKS
17	JAN 08	4:25P	PRIME	@ RAMS

KEY PLAYERS

KEY OFFENSIVE PLAYER

LARRY FITZGERALD #21
WR | 34 YRS | 6' 3" | 218 LBS | Pittsburgh | 14 YR

- Fitzgerald has the team in receiving last season and is ready to do it again. With Palmer maintaining a strong arm to provide an elegant, experienced supplement to the receiving corps for the Cardinals.
- He is not known for his blocking ability, but he is known to use his speed and shiftiness to create separation from defenders.

KEY DEFENSIVE PLAYER

TYRANN MATHIEU #32
S | 26 YRS | 5' 9" | 190 LBS | Louisville | 4 YR

- Quickly becoming the defensive leader for the Cardinals, Mathieu can run the defensive scenes to both overseen and underneath. He is a ball hawk and has the ability to make plays on the ball. He is also a threat in the blitz and Mathieu is able by creating his own blitzing opportunities.
- Mathieu can be a leader in locker room last year, but the rest of his teams to assemble more heavily rewarded in focus on the defensive side of the ball, expect him to be a leader on the field and in the locker room.

KEY ROOKIE

ROBERT NKEMDICHE #90
S | 6'03 | 5' 3" | 291 | 33 1/8 | Ole Miss | 19 YR

- What sets Nkemdiche apart from most players is his agility and finesse more ability, which will get him anywhere he needs to be on the field. He is a versatile player that can play multiple positions and can be a threat on the defensive line.
- With such a high finesse rating, Nkemdiche can be a challenge, but in conjunction with his agility he should have no problem getting to the quarterback.

KEY SLEEPER

MATT BARKLEY #9
QB | 6'02 | 214 LBS | 24 YR | Ohio State | 0 YR | 0 G

- Barkley is a great scrambler but is groomed as Palmer's replacement QB. Kept preparing him as a very mobile QB and his touchdown and Throw On The Run ratings are his major strengths.
- Since his mobility is so high, it might be a good idea to focus on his other major stats to round him out.

DEFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP
DE	Chris Jones	Markus Golden	Josh Mauro
DT	Calais Campbell	Corey Peters	Xavier Williams
LB	Deone Bucannon	Kareem Martin	Alex Okafor
LB	Kevin Minter	Scooby Wright III	Gerald Hodges
CB	Patrick Peterson	Justin Bethel	Brandon Williams
CB	Jerraud Powers	Marcus Cooper	Tharold Simon
FS	Tyrann Mathieu	Antoine Bethea	Deone Bucannon
SS	Rudy Ford	Tyvon Branch	Deone Bucannon

OFFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP
QB	Carson Palmer	Drew Stanton	Matt Barkley
RB	David Johnson	Chris Johnson	Andre Ellington
FB	Jerron McMillian	Anthony Sherman	
WR	Larry Fitzgerald	John Brown	J.J. Nelson
WR	Michael Floyd	Brittan Golden	Jaron Brown
LT	D.J. Humphries	Jared Veldheer	
LG	Mike Iupati	Earnest Malamoo'ina	
C	Evan Boehm	Lyle Sendlein	
RG	Ted Larsen	Jonah Austin	
RT	Jared Veldheer	Andre Smith	
TE	Jermaine Gresham	Darren Fells	

DEFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP
DE	Calais Campbell	Markus Golden	Josh Mauro
DT	Corey Peters	Xavier Williams	
LB	Deone Bucannon	Kareem Martin	Alex Okafor
LB	Kevin Minter	Scooby Wright III	Gerald Hodges
CB	Patrick Peterson	Justin Bethel	Brandon Williams
CB	Jerraud Powers	Marcus Cooper	Tharold Simon
FS	Tyrann Mathieu	Antoine Bethea	Deone Bucannon
SS	Rudy Ford	Tyvon Branch	Deone Bucannon

OFFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP
QB	Carson Palmer	Drew Stanton	Matt Barkley
RB	David Johnson	Chris Johnson	Andre Ellington
FB	Jerron McMillian	Anthony Sherman	
WR	Larry Fitzgerald	John Brown	J.J. Nelson
WR	Michael Floyd	Brittan Golden	Jaron Brown
LT	D.J. Humphries	Jared Veldheer	
LG	Mike Iupati	Earnest Malamoo'ina	
C	Evan Boehm	Lyle Sendlein	
RG	Ted Larsen	Jonah Austin	
RT	Jared Veldheer	Andre Smith	
TE	Jermaine Gresham	Darren Fells	

SPECIAL TEAMS

POS	PRIMARY	BACKUP	BACKUP
K	Chandler Catanzaro		
P	Drew Butler		
LS	Aaron Lee		

BEST OFFENSIVE PLAYS

BEST RUN - STRONGBACK ACE - H8 STRETCH

RUNNING PLAYS

ACE	ACE SHOT	ACE SHOT	ACE SHOT
Ace Base: Strongback Ace - H8 Stretch	Strongback Ace - Counter Trey - H8 Power	Strongback Ace - Counter Trey - H8 Stretch	Strongback Ace - Trey Lead - H8 Stretch
Ace Base: H8 Iso - Counter Trey	Power Twins - Counter Trey - H8 Power	Strongback Ace - Counter Trey - H8 Power	Ace Z Trips HB Wk - H8 Stretch
Strongback Ace - Counter Trey - H8 Iso	Strongback Ace - Counter Trey - H8 Iso	Ace Z Trips HB Wk - H8 Power	Ace Base: Trey - H8 Power
Strongback Ace - Counter Trey - H8 Stretch	Strongback Ace - Counter Trey - H8 Stretch	Ace Z Trips HB Wk - H8 Iso	Strongback Ace - Counter Trey - H8 Iso

BEST PASS - SIX+ EMPTY BUNCH WIDE - POST CORNER READ

PASSING PLAYS

ACE	ACE SHOT	ACE SHOT	ACE SHOT
Ace Base: H8 Iso - Post Corner	Strongback Ace - Counter Trey - H8 Iso	Ace Base: H8 Iso - Post Corner	Strongback Ace - Counter Trey - H8 Stretch
Ace Z Trips: Double Post - H8 Iso	Strongback Ace - Counter Trey - H8 Power	Ace Z Trips: Double Post - H8 Stretch	Ace Z Trips: Double Post - H8 Power
Ace Z Trips: Double Post - H8 Power	Strongback Ace - Counter Trey - H8 Stretch	Ace Z Trips: Double Post - H8 Iso	Strongback Ace - Counter Trey - H8 Iso
Ace Z Trips: Double Post - H8 Stretch	Strongback Ace - Counter Trey - H8 Iso	Ace Z Trips: Double Post - H8 Power	Strongback Ace - Counter Trey - H8 Power

BEST DEFENSIVE PLAYS

BEST RUN 5-4-2 SPLIT - COVER 2 INVERT

RUN DEFENSE

BASE	BASE SHOT	BASE SHOT	BASE SHOT	BASE SHOT
3-4 Base - Mug Double Team	3-4 Under - Cover 2 Invert	4-4 Base - Cover 2 Invert	3-4 Base 2-5 Stack - Cover 2 Invert	3-4 Base 2-5 Stack - Cover 3 Sky
3-4 Base - Mug Read Option	3-4 Under - Cover 3 Sky	4-4 Base - Fill Read Option	3-4 Base 2-5 Stack - Cover 3 Buzz	3-4 Base 2-5 Stack - Cover 3 Auto

BEST PASS D: BIG BIRD 5-4-2 - COVER 4

PASS DEFENSE

BASE	BASE SHOT	BASE SHOT	BASE SHOT	BASE SHOT
3-4 Base - Cover 4 Auto	3-4 Under - Cover 4 Auto	3-4 Base 2-5 Stack - Cover 4 Auto	3-4 Base 2-5 Stack - Cover 6 Auto	Dime 4-2-5 - Cover 4 Auto
3-4 Base - Cover 6 Auto	3-4 Under - Cover 6 Auto	3-4 Base 2-5 Stack - Cover 6 Auto	3-4 Base 2-5 Stack - Cover 3 Auto	Dime 4-2-5 - Cover 6 Auto

GAMEPLAN RATING 82

FRANCHISE RUNS STRATEGY

Overall Team Rating: 81
Offense: 83
Offensive Scheme: Balanced Offense
Defense: 80 (Rating: 4-3)
Special Teams: 79

2015 TEAM RANKINGS

4th NFC West at 12-4
Scoring Offense: 6th
Scoring Defense: 6th
Passing Offense: 6th
Rushing Offense: 13th

2015 TEAM LEADERS

Passing: Philip Rivers, 4,792
Rushing: Melvin Gordon, 1,106
Receiving: Keenan Allen, 1,276
Tackles: Manti Te'o, 121
Sacks: Corey Liuget, 8.5

KEY ADDITIONS

TE Jeff Cumberland
OT Joseph Barksdale
OT Chris Hubbard

KEY ROOKIES

LB Jatavis Brown
CB Craig Mager
P Drew Kaser

COACH
Mike McCoy
Style: 3-4
Offensive Scheme: Balanced Offense
Defensive Scheme: Attacking 3-4

OFFENSIVE SCOUTING REPORT

- QB Philip Rivers is one guy and your leader when you need him most. Rivers is consistent and always ready to take the ball and lead the offense. Rivers can throw the ball to any spot on the field and has a strong arm to make all the throws.
- WR Keenan Allen is a guy you want to have on your team. Allen is very good at using his body to stay over the top of defenders and has the ability to make the tough catches in traffic. Allen is a reliable target for Rivers and is the best receiver in the Rivers/Allen/Gates trio. Allen is the top receiving threat and is all-around a WR capable of making plays in all areas of the field.
- The Chargers have an arsenal of WRs that give Rivers plenty of opportunities in many different situations. Dan Benett is a speed receiver who can stretch the field vertically. Stevie Johnson is a guy who can move the field. Even with Malcom Floyd gone, Keenan Allen has great backs and the ability to score.

DEFENSIVE SCOUTING REPORT

- The Chargers made some excellent moves in free agency that not only fit well against the run, but fit well also make some starts and downs in key plays in passing downs. In the other two spots, start Tenny Palavao and Darius Philon who can get after the QB.
- Jeff Allen's regard is a great threat rusher, and can be potential for both run and pass rush. He is a threat to get to the QB and can also stop the run. Allen is a great addition to the Chargers defense and will be a key piece to their success.
- The Chargers should feel secondary that can cover all receivers and allow themselves to play a balanced man coverage defense. Jason Verrett is a great addition to the secondary and will be a key free agency fill-in, especially in the run zone. If a receiver releases, Jeff will do some little to do the run.

SCHEDULE

1	SEP 11	1:00P	@	CHIEFS
2	SEP 18	4:25P	@	BEARS
3	SEP 25	4:25P	@	COLTS
4	OCT 02	4:25P	PRIME	SAINTS
5	OCT 09	4:25P	@	RAIDERS
6	OCT 13	8:25P	MF	BRONCOS
7	OCT 23	4:05P	PRIME	FALCONS
8	OCT 30	4:25P	PRIME	BRONCOS
9	NOV 06	4:25P	@	TITANS
10	NOV 13	4:05P	PRIME	DOLPHINS
11	BYE WEEK			
12	NOV 27	1:00P	@	TEXANS
13	DEC 04	4:25P	PRIME	BUCCANEERS
14	DEC 11	1:00P	PRIME	PANTHERS
15	DEC 18	4:25P	@	RAIDERS
16	DEC 24	1:00P	PRIME	SAVAGE
17	JAN 08	4:25P	@	CHIEFS

KEY PLAYERS

KEY OFFENSIVE PLAYER

ALLEN KEENAN #13
WR | 6'3" | 216 lbs | Age: 24 | Natural: California | EXP: 5

- Allen showed lack on outstanding season last year and as Antonio Gates begins to take a position as the emotional leader, Keenan could see opportunities at the line that leader the team.
- On the one hand, in spite of his production, as mastered with his ability to hold onto the ball be sure to look for him to make the big plays.

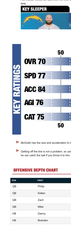
KEY DEFENSIVE PLAYER

MELVIN INGRAM #54
DE | 6'3" | 280 lbs | Age: 25 | Natural: North Carolina | EXP: 4

- Ingram is powerful and in charge of the tackle. He will dominate matters in his line, especially if he saves the gap.

KEY ROOKIE

JOEY BOSA #89
DE | 6'5" | 281 lbs | Age: 20 | Natural: San Diego State | EXP: R



- Joey Bosa is big, powerful, and strong enough to be a force against the run and effective in the NFL offense is not counting his left side or you are a mismatch. It would be a good idea to take advantage.

KEY SLEEPER

SEAN MCGRATH #84
DE | 6'6" | 277 lbs | Age: 24 | Natural: Iowa | EXP: 1

- McGrath has the size and coordination to take over for Antonio Gates, but he may need a little more growth.

Efficiency at the line is a problem, as using him to run seems for a pure line will get you a few yards, not a mention the ability to get to the QB.

DEFENSIVE DEPTH CHART

POS	LAST	OVR
DE	Philip	Rivers	84
DE	Jeff	Cumberland	80
DE	Zach	Mottershaugh	68
DE	Brandon	Braunton	62
DE	Danny	Woodhead	62
DE	Brandon	Oliver	75
DE	Melvin	Gordon	75
DE	Kenneth	Farrow	71
DE	Josephus	Smith	61
DE	Chris	Swain	61
DE	Chris	Swain	61
DE	Kenneth	Farrow	71
DE	Danny	Woodhead	62
DE	Derek	Johnson	77
DE	Antonio	Gates	77
DE	Terrence	Wilkin	69
DE	Deandre	Reeves	62
DE	Todd	Williams	62
DE	Isaiah	Burse	61
DE	Jamaal	Jones	61
TE	Antonio	Gates	85
TE	Hunter	Henry	74
TE	Jeff	Cumberland	72
TE	Sean	McGrath	72
TE	Kaeshi	Cleveland	69
TE	Jeff	Allcott	64
LT	King	Dunlap	82
LG	Chris	Hairston	75
LG	Orlando	Franklin	72
C	Henry	Pilgrim	66
C	Matt	Slauson	66
C	Chris	Hall	61
C	Max	Tuerk	68
RG	Trevor	Robinson	66
C	Spencer	Pulley	59
RG	Orlando	D.J.	72
RG	Donavon	Clark	61
RT	Joe	Barksdale	69
RT	Tyreek	Burkett	63
RT	Chris	Johnstone	61

DEFENSIVE DEPTH CHART

POS	LAST	OVR
LE	Jeff	Allen	79
LE	Darius	Philon	75
LE	Brandon	Mebane	66
LE	Kevin	Lawrence	71
LE	Ryan	Carrathers	68
LE	Corey	Liuget	84
RE	Tenny	Palavao	69
RE	Damion	Square	62
LOLB	Jatavis	Wilentz	61
LOLB	Jatavis	Brown	75
LOLB	Tevita	Williams	69
LOLB	Tyler	Reynolds	62
MLB	Denzel	Perryman	75
MLB	Manti	Te'o	77
MLB	Joshua	Perry	66
ROLB	Kyle	Emanuel	62
ROLB	Melvin	Ingram	86
ROLB	Kyle	Emanuel	62
ROLB	Whitney	Mercilus	63
CB	Jason	Verrett	88
CB	Casey	Hayward	84
CB	Brandon	Flowers	75
CB	Steve	Williams	69
CB	Craig	Mager	66
CB	Terrell	Chalmers	61
CB	Larry	Scott	59
FS	Jimmy	Leeney	62
FS	Darrell	Stuckey	72
FS	Adrian	Phillips	72
FS	Jahleel	Addae	75

SPECIAL TEAMS

POS	LAST	OVR
K	Josh	Lambo	68
P	Drew	Kaser	75

BEST OFFENSIVE PLAYS

BEST RUN - SINGLEBACK ACE - STRETCH

RUNNING PLAYS

RB 1 & 2 SHIFT	RB 3 SHIFT	RB 4 SHIFT	RB 5 SHIFT	RB 6 SHIFT	RB 7 SHIFT
Singleback Tight Close Duo - Strong	Cross Duo - Strong	Singleback Tight Close Duo - Strong	I Form Tight Duo - Strong	Swing Duo - Strong	Gun Split 3 Step Slant Flat - Strong
Pistol Shotgun Mix Duo - Strong	I Form Trey - Strong	I Form Tight Duo - Strong	I Form Tight Pair - Strong	Gun Trey - Strong	Gun Trey - Strong
Shotgun Trey - Strong	Gun Quick Duo - Strong	Shotgun Tight Pair - Strong	I Form Trey Weak - Strong	Gun Quick Duo - Strong	Gun Trey - Strong

BEST PASS - GUN TRIPS Y-FLEX TIGHT - VERTICALS

PASSING PLAYS

RB 1 & 2 SHIFT	RB 3 SHIFT	RB 4 SHIFT	RB 5 SHIFT	RB 6 SHIFT	RB 7 SHIFT
Singleback Tight Close Duo - Strong	Singleback Cross - Strong	Singleback Cross - Strong	Shotgun Trey - Strong	Singleback Tight Close Duo - Strong	Gun 3 Tight Slot Flat - Strong
Gun Quick Duo - Strong	Gun Y Cross Duo - Strong	Gun Quick Duo - Strong	Gun Quick Duo - Strong	Gun Quick Duo - Strong	Gun Trey - Strong
Gun Y Flat Option - Strong	Gun Trey - Strong	Gun Trey - Strong	Gun Trey - Strong	Gun Trey - Strong	Gun Trey - Strong

BEST DEFENSIVE PLAYS

BEST RUN D - 4-3 DIVE D - SAM CHAIN 2

RUN DEFENSE

RB 1 & 2 SHIFT	RB 3 SHIFT	RB 4 SHIFT	RB 5 SHIFT	RB 6 SHIFT	RB 7 SHIFT
4-3 Dive D - Sam Chain 2	4-3 Dive D - Sam Chain 2	4-3 Dive D - Sam Chain 2	4-3 Dive D - Sam Chain 2	4-3 Dive D - Sam Chain 2	4-3 Dive D - Sam Chain 2
34 Stack Eat - Will Chain 2	34 Stack - Pinch Rover D	34 Stack - Wide Rover D	Quad Line Eat - Will Chain 2	Quad Line Eat - Will Chain 2	Nickel NFL Cover 2 - Cover Chain 2

BEST PASS D: NICKEL 3-3-5 MAN - COVER 4 SHIFT 2

PASS DEFENSE

RB 1 & 2 SHIFT	RB 3 SHIFT	RB 4 SHIFT	RB 5 SHIFT	RB 6 SHIFT	RB 7 SHIFT
Nickel NFL Cover 2 Man - Cover 4 Shift 2	Nickel NFL Cover 2 Man - Cover 4 Shift 2	Nickel NFL Cover 2 Man - Cover 4 Shift 2	Nickel NFL Cover 2 Man - Cover 4 Shift 2	Nickel NFL Cover 2 Man - Cover 4 Shift 2	Nickel NFL Cover 2 Man - Cover 4 Shift 2
34 Stack Eat - Will Chain 2	34 Stack - Cover 4 Shift 2	34 Stack - Cover 4 Shift 2	34 Stack - Cover 4 Shift 2	Quad 2-Gap Solo Cover 4 Shift 2	Big Nickel 3-3-5 Man - Cover 4 Shift 2

PEGGLE
PLAYBOOK

EA SPORTS MADDEN NFL 17

Team
Kansas City Chiefs

GAMEPLAN RATING

85

FRANCHISE MODE STRATEGY

Overall Team Rating: 86
Offense: 83
Defense: 87
Offensive Scheme: West Coast
Defensive Scheme: 3-4 Hybrid
Last Season: 10, 6-2
Playoffs: Lost Wild Card

2016 TEAM RANKINGS

2nd NFC West (11-5)
Passing Offense: 6th
Passing Defense: 8th
Rushing Offense: 8th
Rushing Defense: 1st

2016 TEAM LEADERS

Passing: Alex Smith, 3,486
Rushing: Jamaal Charles, 1,287
Receiving: Jeremy Maclin, 1,088
Sacks: Justin Houston, 11.5
Tackles: Justin Houston, 71
2016 Release Patterns

KEY ADDITIONS

Will Shaw, Missouri
Kevin Hogan, Washington

KEY ROOKIES

LB Chris Jones
WR Tyreek Hill
CB Eric Murray

COACH

Andy Reid
Career: 77
Offensive Scheme: West Coast
Defensive Scheme: Attacking 3-4

OFFENSIVE SCOUTING REPORT

- QB Alex Smith is average across the board. He won't win you many games, but with a solid running attack and secure defense, he won't lose you any either. Keep Smith at an even keel and the Chiefs will be in most games.
- The Chiefs should rely on RB Jamaal Charles as much as possible; however, Spencer Ware is a great small package option and can be used in a variety of ways.
- Jeremy Maclin is a good target for Alex Smith; Kelce could be the rushing game leader. Hold on plus a key wide receiver and Smith will be a serviceable QB. Tyreek Hill is a speedy weapon who can be used in the slot and the Chiefs have an explosive punt returner.

DEFENSIVE SCOUTING REPORT

- The defensive line for the Chiefs is strong and will be a great unit against the run. DT Dontari Poe will shut down running lanes in the middle and DE Justin Houston will be a force to be reckoned with at the end of the season, and we think you should be one that bets against.
- The Chiefs' LBs can also be a force to be reckoned with against the pass. Continue to work on finesse moves for Houston, Ramsey, and Hali to get to the QB and you'll be in good shape.
- Having Tamba Hali on the defensive roster again this season will help build up the outside rush and protect from the outside run. He is a veteran that knows the game and how to rush like a leader, and continue to augment his already high ratings and he will serve your defense well.

SCHEDULE

• 1	SEP 11	1:00*	@ CHARGERS
• 2	SEP 18	1:00*	@ TEXANS
• 3	SEP 25	4:25*	BILLS
• 4	OCT 2	8:30*	@ STEELERS
5	BYE WEEK		
• 6	OCT 16	4:25*	RAIDERS
• 7	OCT 23	1:00*	@ SAINTS
• 8	OCT 30	1:00*	COLTS
• 9	NOV 06	1:00*	JAGUARS
• 10	NOV 13	1:00*	@ PATRIOTS
• 11	NOV 20	1:00*	BUCCANEERS
• 12	NOV 27	4:25*	BRONCOS
• 13	DEC 04	1:00*	@ FALCONS
• 14	DEC 10	8:25*	@ RAIDERS
• 15	DEC 18	1:00*	TITANS
• 16	DEC 25	8:30*	BRONCOS
• 17	JAN 01	4:25*	@ TITANS

KEY PLAYERS

KEY OFFENSIVE PLAYER

JAMAAL CHARLES #25

RB | 5'9" | 198 lbs | 30 | Miami | Years: 10 | 0

OVR 89 | SPD 91 | ACC 92 | AGI 97 | AWR 89

Charles has a decent Catching rating of 70, which is more than many RB's in the league.

While Charles can catch short passes well, he doesn't have the speed to be a deep threat. Look to Maclin or the open Kelce for deep passes.

KEY DEFENSIVE PLAYER

JUSTIN HOUSTON #50

DE | 6'5" | 270 lbs | 28 | Chattanooga | Years: 7 | 0

OVR 97 | SPD 83 | ACC 85 | STR 88 | AGI 72

Houston is the best pass-rushing LB in the NFL. Don't worry about the rushing or even double moves.

Houston needs to be your Tackle Hub on the defense. He can be relied on to make tackles and has good ability to shed blocks.

KEY ROOKIE

CHRIS JONES #95

LB | 6'5" | 245 lbs | 20 | Mississippi St. | Yrs: 0

OVR 72 | SPD 71 | ACC 85 | STR 88 | AGI 72

Jones has an excellent Strength rating, allowing him to shed blocks and muscle through for a high tackle rate.

Jones has the frame to be a solid LB in the 3-4 defense. Watch for him to be a surprising amount of sacks from his rookie season.

KEY SLEEPER

KEVIN HOGAN #7

QB | 6'3" | 217 lbs | 25 | Stanford | 0 | 0

OVR 67 | SPD 80 | ACC 84 | AGI 77 | THP 86

Kevin Hogan has an extremely high Throw Power rating, making him a great candidate to take over for Alex Smith when he leaves.

Hogan is quick and agile, making him mobile if he pocket is compromised.

DIFFERENCE DEPTH CHART

	1ST	2ND
QB	Alex Smith	Nick Foles
RB	Jamaal Charles	Spencer Ware
FB	Anthony Sherman	Charcandrick West
WR	Jeremy Maclin	Chris Conley
WR	Albert Wilson	Tyreek Hill
TE	Travis Kelce	Demetrius Harris
LT	Eric Fisher	Jah Reid
LG	Zach Fulton	Parker Ehinger
C	Mitch Morse	Jordan Devey
RG	Jeff Allen	Jason Jones
RT	Mitchell Schwartz	Chad Wheeler
LE	Jaye Howard	Allen Bailey
DT	Dontari Poe	Rakeem Nunez-Roches
RE	Justin Houston	Tamba Hali
LOLB	Josh Mauga	Ramik Wilson
MLB	Derrick Johnson	Reggie Ragland
ROLB	Dee Ford	Frank Zombo
CB	Marcus Peters	Phillip Gaines
CB	Steven Nelson	Terrance Mitchell
FS	Eric Berry	Ron Parker
SS	Daniel Sorensen	Eric Murray

DEFENSIVE DEPTH CHART

	1ST	2ND
LE	Jaye Howard	Allen Bailey
DT	Dontari Poe	Rakeem Nunez-Roches
RE	Justin Houston	Tamba Hali
LOLB	Josh Mauga	Ramik Wilson
MLB	Derrick Johnson	Reggie Ragland
ROLB	Dee Ford	Frank Zombo
CB	Marcus Peters	Phillip Gaines
CB	Steven Nelson	Terrance Mitchell
FS	Eric Berry	Ron Parker
SS	Daniel Sorensen	Eric Murray

SPECIAL TEAMS

	1ST	2ND
K	Cairo Santos	Nick Rose
P	Dustin Colquitt	Tommy Townsend

BEST OFFENSIVE PLAYS

BEST RUN : SINGLEBACK JUMBO PAIR – HB STRETCH

RUNNING PLAYS

1ST DOWN	2ND DOWN	3RD DOWN	4TH & 1 OR LESS	4TH & 2 OR MORE
Singleback Jumbo Pair - HB Stretch	Singleback Jumbo Pair - Dive	Singleback Jumbo Pair - Power	Singleback Jumbo Pair - HB Counter Gap	Singleback Pass - 11 Z Flag
Trips Right Wide Zone - HB Stretch	Singleback Jumbo Pair - HB Counter Gap	Power Pistol Pair - Power Strong	Trips Right Wide Zone - HB Stretch	Trips Right Offset HB Stretch
Goal Line Pair - HB Counter Gap	Shift 1 Wide Pair - HB Counter Gap	Singleback Jumbo Pair - Power	Power Pistol Pair - Power Strong	Singleback Jumbo Pair - HB Counter Gap

BEST PASS : SINGLEBACK JUMBO PAIR – PA POWER B

PASSING PLAYS

1ST DOWN	2ND DOWN	3RD DOWN	4TH & 1 OR LESS	4TH & 2 OR MORE
Trips Right Wide Zone - HB Stretch	Singleback Jumbo Pair - HB Counter Gap	Power Pistol Pair - Power Strong	Singleback Jumbo Pair - PA Flip To Fullback	Trips Right Offset HB Stretch
Shotgun Trips Right Wide Zone - HB Stretch	Shotgun Trips Right Wide Zone - HB Stretch	Shotgun Trips Right Wide Zone - HB Stretch	Shotgun Trips Right Wide Zone - HB Stretch	Shotgun Trips Right Wide Zone - HB Stretch

BEST DEFENSIVE PLAYS

BEST RUN D : 34 OOD – COVER 4 MIKE

BEST PASS D : NICKEL 2-4-5 – COVER 3 BUSTER

RUN DEFENSE

1ST DOWN	2ND DOWN	3RD DOWN	4TH & 1 OR LESS	4TH & 2 OR MORE
34 OOD – Cover 4 Mike	34 OOD – Cover 4 Mike	Quarter Pair - Cover 3 Buster	Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Show Blitz Cover 3
34 OOD – Cover 4 Mike	34 OOD – Cover 4 Mike	34 Over – Prog Cover 3	34 Over – Prog Cover 3	Nickel 2-4-5 – Cover 3 Buster

BEST PASS D : NICKEL 2-4-5 – COVER 3 BUSTER

PASS DEFENSE

1ST DOWN	2ND DOWN	3RD DOWN	4TH & 1 OR LESS	4TH & 2 OR MORE
Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Z Contained	34 Over – Cover 3 Buster	Nickel 2-4-5 – Show Blitz Cover 3
Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Show Blitz Cover 3	34 Over – Prog Cover 3	Quarter Pair - Cover 3 Buster
Nickel 2-4-5 – Cover 3 Buster	Nickel 2-4-5 – Cover 3 Buster	34 Over – Prog Cover 3	Nickel 2-4-5 – Cover 3 Buster	Big Dime 3-6 – Cover 3 Buster

PRIME
CHANNEL

MADDEN NFL 17

Team
Indianapolis Colts

GAMEPLAY RATING

FRANCHISE RING STRATEGY

Overall Team Rating: 79
Offense: 79
Offensive Scheme: Multiple Spread
Defense: 79
Defensive Scheme: 4-3 Cover 3
Strength: 1625, OL: 1625
Speed Index: 1625, SC: 1625

2015 TEAM RANKINGS

Points Scored: 1625
Yards Gained: 1625
Passing Offense: 1625
Rushing Offense: 1625
Passing Defense: 1625
Rushing Defense: 1625

2015 TEAM LEADERS

Passing: Andrew Luck - 1625
Rushing: Frank Gore - 1625
Receiving: T.Y Hilton - 1625
Sacks: Robert Mathis - 1625

KEY PLAYERS

Chuck Pagano
Head Coach
Offensive Scheme: Multiple Spread
Defensive Scheme: 4-3 Cover 3

KEY ASSISTANTS

Pat Ivers Flores
Frank Reich
Rob Chudzinski

KEY INJURIES

D'Qwell Jacks
LJ Fort
Jonathan Newsome

COACH

OFFENSIVE SCOUTING REPORT

QB Andrew Luck is a well-rounded player in every way. He is the face of the franchise. His development over the early part of his career has been impressive and he is a player that can lead his team to victory.

RB Frank Gore has had great success with the Colts. Since building the team around him is promising for the organization, he is getting up there in age and will not be a long-term solution. He is a key piece to the run game for now though, so he could have his fair share of carries.

WR T.Y. Hilton is a WR that can do it all. He is an all-around solid player, but needs work and refinement in certain areas of his game. He is a player that can be a threat to go the distance on any play.

TE Coby Fleener is a solid receiving TE, but he is not the type of player you want relying on him for the run game. He is a player that can be a safety valve for Andrew Luck, but the Colts believe will be relied on for little support.

The Colts offensive line is a unit that has been a strength of the team in recent years. It is a solid unit that can run the ball and has let Luck develop. Even Coach Pete Carroll has been on record as saying that he's not a fan with some of the play this season.

The Colts' receiving corps is a unit that is solid, but not spectacular. They have a nice mix of speed and size, but they are not a unit that can be relied on to win games. They are a unit that can be supporting cast, but not a unit that can be relied on.

DEFENSIVE SCOUTING REPORT

Arthur Brown is a solid and dependable player on the defense. He is not the most athletic player on the field, but he is a player that can be relied on to make the right decisions and be in the right position to make plays.

Vontae Davis has had great success with the Colts. Since building the team around him is promising for the organization, he is getting up there in age and will not be a long-term solution. He is a key piece to the run game for now though, so he could have his fair share of carries.

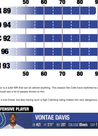
Darius Butler is a solid CB that can be relied on to make plays. He is not the most athletic player on the field, but he is a player that can be relied on to make the right decisions and be in the right position to make plays.

SCHEDULE

1	SEP 11	4:25P	@MIA	DETROIT LIONS
2	SEP 18	1:00P	HOU	DENVER BRONCOS
3	SEP 25	4:25P	@SD	SAN DIEGO CHARGERS
4	OCT 02	9:30P	@JAX	JACKSONVILLE JAGUARS
5	OCT 09	1:00P	BYE	CHICAGO BEARS
6	OCT 16	8:30P	@HOU	HOUSTON TEXANS
7	OCT 23	1:00P	@TEN	TENNESSEE TITANS
8	OCT 30	1:00P	KC	KANSAS CITY CHIEFS
9	NOV 06	1:00P	@GB	GREEN BAY PACKERS
10		BYE WEEK		
11	NOV 20	1:00P	@CIN	CINCINNATI BENGALS
12	NOV 24	8:30P	MIN	MINNESOTA VIKINGS
13	DEC 01	1:00P	@PITT	PITTSBURGH STEELERS
14	DEC 08	1:00P	@NYJ	NEW YORK JETS
15	DEC 13	8:30P	HOU	HOUSTON TEXANS
16	DEC 24	4:05P	@JAX	JACKSONVILLE JAGUARS
17	JAN 01	1:00P	TEN	TENNESSEE TITANS

KEY PLAYERS

KEY OFFENSIVE PLAYER



	50	60	70	80	90	100
OVR 89						
SPD 94						
ACC 92						
AGI 96						
CTH 93						

KEY ATTRIBUTES

Overall: Hilton is a solid WR that can be relied on to make plays. The season the Colts have switched to a veteran offensive line has been a huge benefit to Hilton and his production.

His speed is a true threat, but also being such a high Catching ability makes him very dangerous against any defense.

KEY DEFENSIVE PLAYER

	50	60	70	80	90	100
OVR 91						
SPD 88						
ACC 92						
MCV 89						
ZCV 86						

Davis is one of the most physical corners in the league. Use him Press Jolting to Knock off the timing of the QB/WR.

Davis always brings physicality to the game and is a solid CB that can be relied on to make plays.

KEY ROOKIE

	50	60	70	80	90	100
OVR 71						
SPD 93						
ACC 93						
AGI 87						
CTH 77						

Although you may not see Green opposite T.Y. Hilton, he will take plenty of talent to showcase in the NFL scene.

Green is a solid rookie that can be relied on to make plays and has a great deal of room to improve.

KEY SLEEPER

	50	60	70	80	90	100
OVR						
SPD						
ACC						
BCV						

Smith has high ratings in Speed, Acceleration, and Agility, which are all perfect. Boost the Awareness rating to round out his game.

Smith is a young and hot-starting to learn. Consider this when upgrading his ratings by either round him out or have his development be a bit slower.

DEFENSIVE DEPTH CHART

POS	NAME	OVR
DE	Kendall Langford	78
DE	Jonathan Newsome	76
DE	Henry Anderson	74
DE	Josh Mauro	70
DT	Art Jones	75
DT	Zach Kerr	73
DT	Grady Jarrett	71
DT	Ricky Lumpkin	69
DT	Ricky Lumpkin	69
MLB	Jerrell Freeman	85
MLB	Nate Stupar	70
OLB	Erik Walden	78
OLB	Trent Cole	77
OLB	Jonathan Newsome	76
OLB	Sio Moore	73
OLB	Antonio Morrison	72
OLB	Antonio Johnson	69
OLB	Josh Martin	68
OLB	Jonathan Newsome	67
OLB	Jonathan Newsome	66
CB	Vontae Davis	91
CB	Darius Butler	79
CB	Greg Toler	78
CB	Antonio Johnson	77
CB	Jonathan Newsome	76
CB	Jonathan Newsome	75
CB	Jonathan Newsome	74
CB	Jonathan Newsome	73
CB	Jonathan Newsome	72
CB	Jonathan Newsome	71
CB	Jonathan Newsome	70
CB	Jonathan Newsome	69
CB	Jonathan Newsome	68
CB	Jonathan Newsome	67
CB	Jonathan Newsome	66
CB	Jonathan Newsome	65
CB	Jonathan Newsome	64
CB	Jonathan Newsome	63
CB	Jonathan Newsome	62
CB	Jonathan Newsome	61
CB	Jonathan Newsome	60
CB	Jonathan Newsome	59
CB	Jonathan Newsome	58
CB	Jonathan Newsome	57
CB	Jonathan Newsome	56
CB	Jonathan Newsome	55
CB	Jonathan Newsome	54
CB	Jonathan Newsome	53
CB	Jonathan Newsome	52
CB	Jonathan Newsome	51
CB	Jonathan Newsome	50
CB	Jonathan Newsome	49
CB	Jonathan Newsome	48
CB	Jonathan Newsome	47
CB	Jonathan Newsome	46
CB	Jonathan Newsome	45
CB	Jonathan Newsome	44
CB	Jonathan Newsome	43
CB	Jonathan Newsome	42
CB	Jonathan Newsome	41
CB	Jonathan Newsome	40
CB	Jonathan Newsome	39
CB	Jonathan Newsome	38
CB	Jonathan Newsome	37
CB	Jonathan Newsome	36
CB	Jonathan Newsome	35
CB	Jonathan Newsome	34
CB	Jonathan Newsome	33
CB	Jonathan Newsome	32
CB	Jonathan Newsome	31
CB	Jonathan Newsome	30
CB	Jonathan Newsome	29
CB	Jonathan Newsome	28
CB	Jonathan Newsome	27
CB	Jonathan Newsome	26
CB	Jonathan Newsome	25
CB	Jonathan Newsome	24
CB	Jonathan Newsome	23
CB	Jonathan Newsome	22
CB	Jonathan Newsome	21
CB	Jonathan Newsome	20
CB	Jonathan Newsome	19
CB	Jonathan Newsome	18
CB	Jonathan Newsome	17
CB	Jonathan Newsome	16
CB	Jonathan Newsome	15
CB	Jonathan Newsome	14
CB	Jonathan Newsome	13
CB	Jonathan Newsome	12
CB	Jonathan Newsome	11
CB	Jonathan Newsome	10
CB	Jonathan Newsome	9
CB	Jonathan Newsome	8
CB	Jonathan Newsome	7
CB	Jonathan Newsome	6
CB	Jonathan Newsome	5
CB	Jonathan Newsome	4
CB	Jonathan Newsome	3
CB	Jonathan Newsome	2
CB	Jonathan Newsome	1

OFFENSIVE DEPTH CHART

POS	NAME	OVR
QB	Andrew Luck	91
QB	Matt Hasselbeck	78
QB	Josh Woodrum	70
RB	Frank Gore	88
RB	Dan Herron	76
RB	Trent Richardson	75
RB	Josh Robinson	74
RB	Ahmad Bradshaw	73
RB	Zurlon Tipton	72
RB	Jordan Todman	71
RB	Ryan Williams	70
WR	Phillip Dorsett	72
WR	Donte Moncrief	71
WR	Griff Whalen	70
WR	Reggie Wayne	69
WR	Ryan Grant	68
WR	Andrew Hawkins	67
WR	Duron Carter	66
WR	Da'Rick Rogers	65
WR	Tyler Hilton	64
WR	Anthony Gonzalez	63
WR	Dominique Jones	62
WR	Ryan Lindley	61
WR	Kerry Taylor	60
TE	Coby Fleener	85
TE	Dwayne Allen	80
TE	Justice Cunningham	71
TE	Erik Swoope	70
TE	Brandon Williams	69
TE	Jack Doyle	68
TE	Jeff Linkenbach	67
TE	Weslye Saunders	66
TE	Tyler Stephenson	65
TE	Justin Snow	64
TE	Jeff Locke	63
TE	Pat McAfee	62
TE	Jeff Locke	61
TE	Pat McAfee	60
TE	Jeff Locke	59
TE	Pat McAfee	58
TE	Jeff Locke	57
TE	Pat McAfee	56
TE	Jeff Locke	55
TE	Pat McAfee	54
TE	Jeff Locke	53
TE	Pat McAfee	52
TE	Jeff Locke	51
TE	Pat McAfee	50
TE	Jeff Locke	49
TE	Pat McAfee	48
TE	Jeff Locke	47
TE	Pat McAfee	46
TE	Jeff Locke	45
TE	Pat McAfee	44
TE	Jeff Locke	43
TE	Pat McAfee	42
TE	Jeff Locke	41
TE	Pat McAfee	40
TE	Jeff Locke	39
TE	Pat McAfee	38
TE	Jeff Locke	37
TE	Pat McAfee	36
TE	Jeff Locke	35
TE	Pat McAfee	34
TE	Jeff Locke	33
TE	Pat McAfee	32
TE	Jeff Locke	31
TE	Pat McAfee	30
TE	Jeff Locke	29
TE	Pat McAfee	28
TE	Jeff Locke	27
TE	Pat McAfee	26
TE	Jeff Locke	25
TE	Pat McAfee	24
TE	Jeff Locke	23
TE	Pat McAfee	22
TE	Jeff Locke	21
TE	Pat McAfee	20
TE	Jeff Locke	19
TE	Pat McAfee	18
TE	Jeff Locke	17
TE	Pat McAfee	16
TE	Jeff Locke	15
TE	Pat McAfee	14
TE	Jeff Locke	13
TE	Pat McAfee	12
TE	Jeff Locke	11
TE	Pat McAfee	10
TE	Jeff Locke	9
TE	Pat McAfee	8
TE	Jeff Locke	7
TE	Pat McAfee	6
TE	Jeff Locke	5
TE	Pat McAfee	4
TE	Jeff Locke	3
TE	Pat McAfee	2
TE	Jeff Locke	1

SPECIAL TEAMS

POS	NAME	OVR
K	Adam Vinatieri	84
K	Pat McAfee	82
P	Pat McAfee	82

BEST OFFENSIVE PLAYS

BEST RUN - SHOULDAGUN ACE - 48 STRETCH

PASSING PLAYS

PLAY 1	PLAY 2	PLAY 3	PLAY 4	PLAY 5	PLAY 6
Singleback Open Screen Left HB Screen	Singleback Double Slant Flood Right Double Slant	Power Slot Fly Right Fly - Curl - Flat	I Form Split Flood Right Flood - Curl - Flat	Singleback Trips Flood Right Flood - Curl - Flat	Shot 7 Y Sail Right Sail - Curl - Flat
Singleback Trips Flood Left Flood - Curl - Flat	Shotgun Trips Flood Right Flood - Curl - Flat	Shotgun Trips Flood Left Flood - Curl - Flat	Shotgun Trips Flood Right Flood - Curl - Flat	Shotgun Trips Flood Left Flood - Curl - Flat	Pro Double Post Right Post - Post - Flat

BEST PASS: DI HERO, 3-4 COVER 2 BUSTER

BEST PASS - DOM SPLIT CLOSE - DIG, DIG

PASSING PLAYS

PLAY 1	PLAY 2	PLAY 3	PLAY 4	PLAY 5	PLAY 6
Dbl Wheel Right Wheel - Dig - Flat	Dbl Wheel Left Wheel - Dig - Flat	Singleback Open Wheel Right Wheel - Dig - Flat	Singleback Open Wheel Left Wheel - Dig - Flat	Dbl Wheel - Dig Right Wheel - Dig - Flat	Dbl Wheel - Dig Left Wheel - Dig - Flat
Dbl Wheel Right Wheel - Dig - Flat	Singleback Open Wheel Right Wheel - Dig - Flat	Wing Y Sail Right Sail - Curl - Flat	Singleback Open Wheel Left Wheel - Dig - Flat	Dbl Wheel - Dig Left Wheel - Dig - Flat	Dbl Wheel - Dig Right Wheel - Dig - Flat
Trey Bunch TE Right Flat - Curl - Flat	Trey Bunch TE Left Flat - Curl - Flat	Wing Y Sail Left Sail - Curl - Flat	Singleback Open Flat Right Flat - Curl - Flat	Trey Bunch RB Right Flat - Curl - Flat	Trey Bunch RB Left Flat - Curl - Flat

BEST DEFENSIVE PLAYS

BEST BLITZ: 34 ZERO - PHATO INSIDE 9

RUN DEFENSE

PLAY 1	PLAY 2	PLAY 3	PLAY 4	PLAY 5	PLAY 6
34 Zero Left Fire Zone - Fire Zone	34 Dbl Right Fire Zone - Fire Zone	34 Edge - Pinch Left Fire Zone - Fire Zone	34 Dbl x Right Fire Zone - Fire Zone	Nickel 2SS 2MLB 1Sub Left Fire Zone - Fire Zone	Nickel 2SS 2MLB 1Sub Right Fire Zone - Fire Zone
34 Dbl Left Fire Zone - Fire Zone	34 Dbl Right Fire Zone - Fire Zone	34 Edge - Mug Left Fire Zone - Fire Zone	34 Dbl Right Fire Zone - Fire Zone	Nickel 2SS 2MLB 1Sub Left Fire Zone - Fire Zone	Nickel 2SS 2MLB 1Sub Right Fire Zone - Fire Zone

PASS DEFENSE

PLAY 1	PLAY 2	PLAY 3	PLAY 4	PLAY 5	PLAY 6
Nickel 2SS 1MLB 2CB Left Cover 3 Zone - Cover 3 Zone	Nickel 2SS 1MLB 2CB Right Cover 3 Zone - Cover 3 Zone	Nickel 2SS 1MLB 2CB Left Cover 3 Zone - Cover 3 Zone	Nickel 2SS 1MLB 2CB Right Cover 3 Zone - Cover 3 Zone	Dime 3DE 1MLB 1Sub Left Cover 3 Zone - Cover 3 Zone	Dime 3DE 1Sub 1Cover 3 Right Cover 3 Zone - Cover 3 Zone

Indianapolis is a Madden NFL 17 club and has the look and feel of a team that can win with traditional NFL tactics. Running a blend of traditional fare will get it done and they've a lot of the key ingredients to be challenging opponents. There are no formidable weaknesses on this team, but there are also no overwhelming strengths.

©2016 Electronic Arts Inc. EA, the EA logo and Madden NFL are trademarks of Electronic Arts Inc. All rights reserved.

MADDEN NFL 17

Owner:
Dallas Cowboys

GAMEPLAY RATING 82

FRANCHISE MODE STRATEGY

Overall Team Rating: 81
Offense: 82
Offensive Scheme: Multi Offense
Defensive Scheme: 3-4 Base
Defensive Philosophy: Multi
Offensive Philosophy: Multi
Head Coach: Multi

2016 TEAM RANKINGS

4th NFC East (8-8) OL
Passing Offense: 6th
Rushing Offense: 2nd
Passing Defense: 4th
Rushing Defense: 4th

2016 TEAM LEADERS

Passing: Matt Cassel 1,183 yds
Rushing: Ezekiel Elliot 1,631 yds
Receiving: Jason Witten 110
Sacks: Jeremy Mincey 5.5
Tackles: Sean Lee 109
INTs: Orlando Scandrick 3

KEY ADDITIONS

Jason Garrett
OL Mackenzy Bernadeau
MLB Rolando Mcclain

KEY INDICES

QB Control 75%
Clutch 75

COACH

Jason Garrett
Offense: Multi
Offensive Scheme: Multi Offense
Defensive Scheme: Multi 3-4

OFFENSIVE SCOUTING REPORT

- QB Tony Romo is back and very well known as a consistent player. He puts the team in the front every season. While he spends time his shooting down to much, he is a player who knows the system and is not afraid, which allows him to keep alive.
- WR Dennis Rolf before that's a decent second read option, but now with Ezekiel Elliot on the team, there are few consistent backs to hit the ball. The Cowboys' offensive line is still strong and will help both players excel.
- WR Dez Bryant has consistently proven that he's one of the top WRs in the game. Dallas goes to him in all their big moments, and he is worth whatever it takes him to Cowboys for the long term. Continue to develop the young WRs on the roster, but Dez is the guy. Terrance Williams has shown flashes but is inconsistent for the starting job when healthy.

DEFENSIVE SCOUTING REPORT

- The Cowboys' defense finally has an identity, which was evident last season. Greg Hardy, DeMarcus Lawrence, and Randy Gregory form a pass rush that can be a nightmare for opposing offenses.
- LB Sean Lee is one of the best defenders in the league when healthy, as he gets the ability of zone assignments and can read the offense with ease. Rookie Anthony Hitchens is the second MLB on the depth chart, which allows him to step in when Lee needs a breather. Rolando McClain appears to be around for a lot longer, as take advantage of the Lee injury.
- CB Orlando Scandrick has been one of our favorite CBs for a long time, and the Cowboys rewarded him with a big contract. Byron Jones is a good second option, but he's still developing. Morris Claiborne is a good nickel CB and a good team player. Solid, with defensive scheme and lineup works well. CB Brandon Carr has some pace and can process WRs, but with lead-time near the top.

SCHEDULE

1	SEP 11	4:25P	PHI	EAGLES
2	SEP 18	1:00P	@WAS	REDSKINS
3	SEP 25	8:30P	@CHI	BEARS
4	OCT 02	4:25P	@DET	LIONS
5	OCT 09	4:25P	@CIN	BENGALS
6	OCT 16	4:25P	@GB	PACKERS
	BYE WEEK			
7	OCT 30	8:30P	@PHI	EAGLES
8	NOV 06	1:00P	PHI	BROWNS
9	NOV 13	4:25P	@PIT	STEELERS
10	NOV 20	1:00P	@MIN	VIKINGS
11	NOV 24	4:30P	@WAS	REDSKINS
12	DEC 04	8:25P	@MIN	VIKINGS
13	DEC 11	8:30P	@NYG	GIANTS
14	DEC 18	8:30P	@TB	BUCCANEERS
15	DEC 25	8:30P	@DET	LIONS
16	JAN 01	1:00P	PHI	EAGLES

KEY PLAYERS

KEY OFFENSIVE PLAYER

DEZ BRYANT #88

WR | 6'2" | 220 lbs | Stockton Ca | Jrs: 9

	50	60	70	80	90	100
OVR 90						
SPD 91						
ACC 91						
AGI 97						
AWR 91						

KEY RATINGS

- Ezekiel is easily one of the best RBs at attracting one-on-one coverage in the NFL.
- Elliott has brought the Cowboys' offense to a new level and has great chemistry with QB Tony Romo.

KEY DEFENSIVE PLAYER

ORLANDO SCANDRICK #32

CB | 6'2" | 5'10" | 195 lbs | Ala-Univ Notre Dame | Jrs: 8

	50	60	70	80	90	100
OVR 87						
SPD 90						
ACC 91						
AGI 92						
AWR 82						

KEY RATINGS

- Scandrick is a great man-to-man defender who should be able to stick to WRs on their outs.
- Scandrick has decent speed, and he should be able to keep up with most receivers, but he's over 4.57 plus WR types without many from time to time.

KEY ROOKIE

EZEKIEL ELLIOT #21

RB | 6'1" | 225 lbs | Ohio State | 19 lbs

	50	60	70	80	90	100
OVR 80						
SPD 92						
ACC 90						
AGI 91						
ELU 82						

KEY RATINGS

- Ezekiel Elliott is a very versatile RB with the ability to find the gaps and dodge any oncoming tackles.
- He is worth a lot more than the 4th overall pick he was given as a first round draft. The only challenge is getting on the open before the Cowboys select defensive.

KEY SLEEPER

GAVIN ESCOBAR #89

TE | 6'5" | 250 | Calif-U. S.D. State | 3 yrs

	50	60	70	80	90	100
OVR 74						
SPD 76						
ACC 84						
AGI 83						
CTH 83						

KEY RATINGS

- Escobar has the size and agility to take control of the field and dominate any of the back-line if unmet.
- Escobar may not have the speed, but being able to catch in traffic will offset his downsides.

DEFENSIVE DEPTH CHART

POS	NAME
LE	Hardy
DT	Crawford
DT	Tyrone
DT	Crawford
DT	Tyrone
DT	Tyrone
DT	Tyrone

EA SPORTS MADDEN NFL 17

Name:
Miami Dolphins

GAMEPLAY RATING

FRANCHISE MODE STRATEGY

Overall Team Rating: 79
Offensive: 81
Offensive Line: 77
Offensive Skill and Run Offense
Defensive: 80
Defensive Line: 79
Linebackers: 79, 78, 82.a

2016 TEAM RANKINGS

4th AFC East (9-10-0)
Passing Offense: 10th
Rushing Offense: 25th
Passing Defense: 12th
Rushing Defense: 21st

2016 TEAM LEADERS

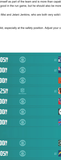
Passing: Ryan Tannehill, 3,913
Rushing: Jay Ajayi, 1,272
Receiving: Jarvis Landry, 1,157
Sacks: Cameron Wake, 11.5
Tackles: Kiko Alonso, 97
Interceptions: Reshad Jones, 5

KEY ADDITIONS

WR Jason Jones
CB Byron Maxwell
OT Chris Clemons

KEY RISINGS

RB Thomas Duarte
LB Lawrence Timmons
CB Cassius Marsh



COACH

Adam Gase
Lombardi: 0
Offensive Scheme: Offensive
Defensive Scheme: Base 4-3

OFFENSIVE SCOUTING REPORT

- QB Ryan Tannehill has been solidified as the long term starter in Miami, keep outscoring him with talent at WR.
- HB Lamar Miller had another huge season last year, proving he could carry the load, as he runs to utilize his strengths. Use Kenyan Drake's speed to give Miami a chance to convert a short third down conversion.
- Although the Dolphin's utilize a short passing game, give Mario Williams some downfield work given. Jarvis Landry has a solid rubber campaign. Also don't forget to let TE Jordan Cameron in the red zone.

DEFENSIVE SCOUTING REPORT

- Remember by the end of the season Ndamukong Suh will be used in a more than capable of continuing to control the Dolphin pocket. Not only is he our guide to the run game, but he should also be more hostile for opposing QBs.
- The new addition Byron Maxwell will be a solid addition, who will look to add to the Dolphin secondary. Both are more than some nice fit power.
- The secondary is extremely solid, especially at the safety position. Adjust your coverages to help out your CBs.

SCHEDULE

1	SEP 11	4:05(P)	SEAHAWKS
2	SEP 18	1:00(P)	PATRIOTS
3	SEP 25	1:00(P)	BROWNS
4	SEP 29	8:25(P)	BENGALS
5	OCT 09	1:00(P)	TITANS
6	OCT 16	1:00(P)	STEELERS
7	OCT 23	1:00(P)	BILLS
8	BYE WEEK		
9	NOV 06	1:00(P)	JETS
10	NOV 13	4:05(P)	CHARGERS
11	NOV 20	4:25(P)	RAMS
12	NOV 27	1:00(P)	49ERS
13	DEC 04	1:00(P)	RAVENS
14	DEC 11	1:00(P)	CARDINALS
15	DEC 17	8:25(P)	JETS
16	DEC 24	1:00(P)	BILLS
17	JAN 01	1:00(P)	PATRIOTS

KEY PLAYERS

KEY OFFENSIVE PLAYER

JARVIS LANDRY '14

HB: 6'0 | 205 lbs | Age: 23 | Class: Rookie | Dev: 2

- Landry isn't the fastest, but he is young and still extremely quick. He also has the awareness and enough raw talent to dominate any matchup.
- He's a great route runner, and when you match that with his route running ability, he's a nightmare to cover.

KEY DEFENSIVE PLAYER

NDAMUKONG SUH '83

DT: 6'4 | 307 lbs | Age: 29 | Class: Veteran | Dev: 3

- Suh should always be on the field. He has the destroy and toughness to play every down.
- Expect to see a large number of sacks from Suh this season, his Strength and Power Moves ratings are through the roof.

KEY ROOKIE

LAREMY TUNSIL '67

OT: 6'5 | 310 lbs | Age: 22 | Class: Rookie | Dev: 2

- Having Tunsil on the team means you can run behind the left side and be confident you can pick the opportunity.
- His Run Blocking Strength and Impact Blocking rating are incredibly high. You will open up plenty of gaps, should a monkey's business.

KEY ELEPHEN

CHIMDI CHEKWA '83

LB: 6'2 | 238 lbs | Age: 24 | Class: Rookie | Dev: Early | Ovr: 5

- Chekwa may not have the size for most RBs in the league, but he's fast. Take control of Chekwa because you can't trust anyone to cover him well by default.
- Also coverage should be the focus of Chekwa, but his speed dictates he can play any defense.

DEFENSIVE DEPTH CHART

POS	1ST	2ND
QB	Tannehill	Os
RB	Miller	Moore
FB	Williams	Dwaghby
TE	Cox	Gesicki
WR	Parker	Agholor
WR	Cameron	Thomas
WR	Landry	Williams
WR	Drahos	Thomas
WR	Hunter	Pharr
WR	Jacobs	Landry
WR	Williams	Parker
WR	Kearney	Stills
WR	Isabella	Cooney
WR	Duvall	Whalen
WR	Grant	Hill
WR	Hazell	Hill
WR	Murphy	Murphy
TE	Jordan	Cameron
TE	Sims	Cox
TE	VanDyke	Gray
TE	Hill	Sweetenham
TE	Thomas	Duarte
LT	Clabo	Sweezy
LT	Sheldon	Albert
LG	Incognito	Pamba
LG	Lowery	Bushrod
LG	Lowery	Turek
C	Wake	Thomas
C	Wake	Pouncey
RG	Incognito	McCants
RG	Incognito	Urick
RT	Clabo	Turner
RT	Anthony	Sewell
RT	Jerome	James
RT	Urick	John
RT	Urick	Turner

DEFENSIVE DEPTH CHART

POS	1ST	2ND
LE	Wake	Wake
LE	Ayres	Bullard
LE	Tolbert	Fuller
LE	Kuntz	Kuntz
DT	Suh	Mitchell
DT	Chris	Jones
DT	Jordan	Phillips
DT	Dawkins	Coleman
DT	Jordan	Williams
DT	Charles	Tolbert
DT	Ayres	Wake
RE	Jason	Jones
RE	Wake	Jordan
RE	Chris	McCain
RE	Ayres	Wake
OLB	Spencer	Pagelugar
OLB	Wake	Alonso
MLB	Wake	Hull
MLB	Zach	Vigil
MLB	James	Burgess
MLB	Jelani	Jenkins
MLB	James-Michael	Johnson
LB	Neville	Hewitt
CB	Byron	Maxwell
CB	Hunter	Howard
CB	Tyler	Patmon
CB	Bentley	McCain
CB	Cibrian	Chekwa
CB	Ali	Dyson-Demos
CB	Terry	Lazard
CB	Lucien	Lucien
FS	Ha	Alston-Sanders
FS	Richard	Thomas
FS	Wall	Adams
FS	Richard	Jones
SS	Shamied	Gary

SPECIAL TEAMS

POS	1ST	2ND
K	Andrew	Franks
P	Wall	Dyer

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK JUMBO PAIR – 48 STRETCH

RUNNING PLAYS

1ST DOWN	2ND SHORT	2ND LONG	3RD LONG	3RD & 1 PLAY	3RD & 2 PLAY
Power Wide Zone Option	Singleback Jumbo Pair – 48 Stretch	Shotgun Trips – Lead Draw	Strong Trips – Trap Option	Ace Twins Y Iso – Inside Zone	Strong Trips – Outside Zone
Ace Twins Y Iso – Outside Zone	Shotgun Trips – Inside Zone	Singleback Jumbo Pair – HB Slant Flat	Strong Trips – Trap 28	Offset I Pair – Inside Zone	Power Wide Zone
Ace Double Wide – Inside Zone	Offset I Pair – Trap	Ace Twins Y Iso – HB Read	Ace Twins Y Iso – Outside Zone	Offset I Pair – Power O	Ace Double Wide – HB Slant

PASSING PLAYS

1ST DOWN	2ND SHORT	2ND LONG	3RD LONG	3RD & 1 PLAY	3RD & 2 PLAY
Shotgun Trips – Y Cap	Singleback Jumbo Pair – Y Wheel	Shotgun Trips – Curl Flat	Strong Trips – PA Pocket Post	Ace Twins Y Iso – Curl Flat	Shotgun Trips – Curl Flat
Singleback Jumbo Pair – Flat Option	Singleback Jumbo Pair – Y Cross	Shotgun Trips – Curl Flat Stick	Ace Twins Y Iso – Deep Cross	Ace Twins Y Iso – Flat Option	Shotgun Trips – Flat Option
Ace Double Wide – Flat Option	Ace Twins Y Iso – Flat Option	Shotgun Trips – Curl Flat Stick	Ace Double Wide – Deep Cross	Ace Double Wide – Curl Flat	Ace Twins Y Iso – Curl Flat

BEST DEFENSIVE PLAYS

BEST RUN D: 4-3 NORMAL – OLB FIRE MAN

RUN DEFENSE

1ST DOWN	2ND SHORT	2ND LONG	3RD LONG	3RD & 1 PLAY	3RD & 2 PLAY
4-3 Normal – OLB Fire Man	4-3 Normal – LB Contain Blitz	4-3 Under – Mike Contain Blitz	4-3 Under – Mike Fire Zone	46 Base Goal to Go	46 Chaos Fire Zone
46 Base – LB Fire Zone	46 Base – LB Contain Blitz	46 Base – Mike Fire Zone	46 Chaos – Mike Contain Blitz	46 Chaos – Will Contain Blitz	Dime Double Mug – Mike Contain Blitz

BEST PASS D: 4-3 NORMAL – FREE FIRE 3

PASS DEFENSE

1ST DOWN	2ND SHORT	2ND LONG	3RD LONG	3RD & 1 PLAY	3RD & 2 PLAY
Nickel Normal – Cover 3 Match	46 Normal – Cover 3 Match	46 Cover 6 – Cover 3 Match	46 Base Double Eagle – Cover 3 Match	Nickel Double Eagle – Cover 3 Match	Dime Normal – Cover 3 Match
Nickel Normal – Cover 3 Cloud	46 Normal – Cover 3 Cloud	46 Cover Pine – Cover 3 Cloud	46 Base Lumber – Cover 3 Cloud	Dime Normal – Cover 3 Cloud	Dime Normal – Cover 3 Cloud

PRIME
CHARTS

MADDEN NFL 17

Theme
Philadelphia Eagles

GAMEPLAY RATING

89

FRANCHISE MODE STRATEGY

Overall Team Rating: 87
Offense: 89
Offensive Scheme: West Coast
Defense: 86
Defensive Scheme: 3-4
Intermediate: 83, 84, 84, 84

2016 TEAM RANKINGS

Passing Offense: 11th
Passing Defense: 14th
Rushing Offense: 19th
Rushing Defense: 22nd
Total Offense: 15th
Total Defense: 17th

2016 TEAM LEADERS

Passing: Sam Bradford, 3,725
Rushing: Ryan Mathews, 1,313
Receiving: Jordan Matthews, 804
Tackles: Nigel Bradham, 124
Sacks: Vinny Curry, 8.5
Interceptions: Jaylen Watkins, 3

KEY ADDITIONS

2 Alonzo Richardson
DE Vinny Curry
QB Nolan Carroll II

KEY ROSTER

QB Carson Wentz
RB Ryan Mathews
C Isaac Seumalo

COACH

Doug Pederson
Offense: West Coast
Defense: Multiple, Attacking 3-4
Special Teams: Multiple

OFFENSIVE SCOUTING REPORT

- QB Sam Bradford is still getting experience, but now that he has a full season under his belt the year should show some growth. He is a solid veteran quarterback that can be a strong fit for a contender.
- The Eagles' backfield is still in a bit of a transition, but it's a great one. RB Ryan Mathews is an excellent runner who has been productive when healthy. The Eagles drafted Wendell Smallwood in the third round because they are solid behind Mathews as well.
- The Eagles picked up WR Rueben Randle this season during free agency. Look to build the rotation up while playing Jordan Matthews and Nelson Agholor in the slot and on the outside.

DEFENSIVE SCOUTING REPORT

- Fletcher Cox has developed into a dominant player along the defensive line and is a perfect scheme fit for the Eagles. Cox is a disruptive force in the middle of the defense and can be a game changer when he is in the zone.
- The 4-3 scheme is still strong and that has a lot to do with Connor Barwin. He has developed into an excellent pass rusher. Barwin has 11.5 sacks in the last two seasons and is a key piece to the defense. He is also versatile and can play the linebacker spot if he has been asking to.
- The Eagles are big with the secondary and have defensive tackle Malcolm Jenkins. He is a great player and has the versatility to play at safety and cornerback. He is a key piece to the defense.

SCHEDULE

1	SEP 11	1:00P		BROWNS
2	SEP 25	8:30P	@ MON	BEARS
3	SEP 29	4:25P	@	STEELERS
4	BYE WEEK			
5	OCT 09	1:00P	PHIE	LIONS
6	OCT 16	1:00P	PHIE	REDSKINS
7	OCT 23	1:00P	PHIE	VIKINGS
8	OCT 30	8:30P	@	COWBOYS
9	NOV 06	1:00P	PHIE	GIANTS
10	NOV 13	1:00P	PHIE	FALCONS
11	NOV 20	4:25P	@	SEAHAWKS
12	NOV 28	8:30P	@ MON	PACKERS
13	DEC 04	1:00P	PHIE	BENGALS
14	DEC 11	1:00P	PHIE	REDSKINS
15	DEC 18	1:00P	PHIE	RAVENS
16	DEC 22	8:25P	@	GIANTS
17	JAN 01	1:00P	PHIE	COWBOYS

KEY PLAYERS

KEY OFFENSIVE PLAYER

ZACH ERTZ **86**

TE | 6'6" | 250 | Stanford | OF 3

Continue to work on Ertz's speed to round out his skill set

Ertz 6'6 is a great blocker and can be used on the run game, but he's also ideal for short and over the top

KEY DEFENSIVE PLAYER

FLETCHER COX **91**

DT | 6'4" | 311 | Mississippi St. | OF 4

Cox is a true player who can be used in any defensive scheme and is a key piece to the game

Cox should be in the game on all passing downs for Pederson. Cox has 8.5 sacks in the last two seasons

KEY ROOKIE

WENDELL SMALLWOOD **79**

HB | 5'10" | 208 | West Virginia | OF 5

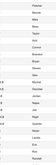
Smallwood won't be a starter right away, but he serves as a great backup for Ryan Mathews. Once he finds his place in the NFL, he will be unstoppable.

Smallwood has a great 10-yard rating and using him head-on will provide positive results.

KEY SLEEPER

CARSON WENTZ **70**

QB | 6'5" | 237 | North Dakota St. | OF 5



Wentz has a bright future in the league. He is second to another young QB, so look them together for offensive promises.

Wentz's ability is a weapon in two and it's possible to could take his Madden.

OFFENSIVE DEPTH CHART

No.	LAST	FIRST	OVR
QB	Ertz	Bradford	86
QB	Carson	Wentz	77
QB	Chase	Daniel	71
RB	Ryan	Mathews	82
RB	Darren	Sproles	81
RB	Wendell	Smallwood	79
RB	Kenjon	Barner	69
WR	Jordan	Matthews	79
WR	Jordan	Matthews	79
WR	Rueben	Randle	75
WR	Josh	Huff	75
WR	Nelson	Agholor	73
WR	Chris	Givens	69
WR	Dorial	Green-Beckham	68
WR	Hunter	Sharp	63
WR	Jonathan	Krause	63
TE	Zach	Ertz	86
TE	Trey	Clark	75
TE	Trey	Burton	69
TE	Brent	Celek	68
TE	Jon	Dorenbos	63
LT	Jason	Peters	86
LT	Andrew	Gardner	68
LT	Matt	Hoke	66
LG	Isaac	Seumalo	72
LG	Allen	Barbre	70
C	Jason	Kelce	90
C	Josh	Andrews	66
RG	Brandon	Brooks	77
RG	Matt	Tobin	71
RT	Lane	Johnson	88
RT	Dennis	Kelly	72

DEFENSIVE DEPTH CHART

No.	LAST	FIRST	OVR
DE	Connor	Barwin	84
DE	Vinny	Curry	83
DE	Marcus	Smith II	68
DE	Brandon	Coley	65
DT	Bennie	Logan	76
DT	Mike	Martin	75
DT	Beau	Allen	65
DT	Taylor	Hart	63
DT	Kris	Wilkie	60
MLB	Connor	Wujciak	68
MLB	Brandon	Graham	62
MLB	Steven	Brenton	61
MLB	Nigel	Moore	60
MLB	Jake	McCrobie	59
MLB	Jordan	Hicks	74
MLB	Najee	Goode	71
MLB	Joe	Walker	66
OLB	Kamu	Grugier-Hill	75
OLB	Quentin	Gause	67
OLB	Nolan	Carroll II	66
CB	Leodis	McKelvin	75
CB	Eric	Rowe	72
CB	Ron	Brooks	68
CB	Randall	Evans	68
CB	Jaylen	Watkins	68
CB	Jalen	Reeves-Maybin	67
CB	Jalen	Mills	65
CB	Denzel	Rice	64
FS	Malcolm	Jenkins	82
FS	Jaylen	Reynolds II	71
FS	Rodney	McLeod Jr.	61
FS	Chris	Maragos	59
FS	Blake	Countess	57

SPECIAL TEAMS

No.	LAST	FIRST	OVR
K	Caleb	Sturgis	76
P	Cody	Parkey	75
K	Donnie	Jones	70

BEST OFFENSIVE PLAYS

BEST RUN: WEAK CLOSE – 68 INSIDE

RUNNING PLAYS

RB / FLEXBONE	RB / I-FORM	RB / SHOTGUN	RB / SPLIT BACK	RB / SPLIT BACK	RB / SPLIT BACK
3 Form Close Base Close - FB Lead	Base Close - FB Lead	3 Form Trio Trio Close - FB Lead	3 Form Trio Trio Close - FB Lead	I-Form Close Base Close - FB Lead	Ace Pro Open Pro Open - FB Lead
I-Form Close Ace Stretch	Inside Zone	I-Form Trio Trio Close	I-Form Trio Trio Close	Ace Pro Open Pro Open	Ace Pro Open Power O
Ace Close Base Close	Ace Stretch Open Stretch Open	Ace Stretch Open Stretch Open	Ace Close Base Close	Shotgun Trio Trio Close	Shotgun Offset Double Offset

BEST PASS: SIM ACE TWINS OFFSET - POSTS

PASSING PLAYS

RB / FLEXBONE	RB / I-FORM	RB / SHOTGUN	RB / SPLIT BACK	RB / SPLIT BACK	RB / SPLIT BACK
Ace Punch Punch	Ace Punch Wide Punch	Ace Hoss Hoss	Ace Hoss Hoss	Ace Hoss Pro Pro Hoss	Ace Punch Wide Punch
Ace Trio Iso Trio Iso - Te Drift	Ace Iso Iso - Te Drift	Ace Trio Open Trio Open	Ace Trio Iso Trio Iso - Te Drift	Ace Trio Iso Trio Iso - Te Drift	Ace Trio Future Trio Future
Ace Pro Pro Flat	I-Form Offset Offset - Te Flat	Shotgun Trio Trio Flat	Ace Pro Pro Flat	Ace Pro Offset Offset - Te Flat	I-Form Offset Iso Offset Iso

BEST DEFENSIVE PLAYS

BEST RUN: 4-4 SPLIT – LB FIRE

RUN DEFENSE

4-3 / 4-4	4-3 / 4-4 SHIFT	4-3 / 4-4 SHIFT	4-3 / 4-4 SHIFT	3-4 / 3-4 SHIFT	3-4 / 3-4 SHIFT
4-4 Normal 4-4 Normal - LB Fire	4-4 Front Pinch 4-4 Front Pinch	4-4 Split - TE 4-4 Split - TE	Quad Line 4-4 - 3 Quad Line 4-4 - 3	Dime Normal Dime Normal	Nickel Attack 2 Nickel Attack 2

BEST PASS: D. DOLLAR 3-3-5 – COVER 3 MATCH

PASS DEFENSE

4-3 / 4-4	4-3 / 4-4 SHIFT	4-3 / 4-4 SHIFT	3-4 / 3-4 SHIFT	3-4 / 3-4	3-4 / 3-4 SHIFT
4-3 Normal 4-3 Normal - LB Fire	4-3 Over Pinch 4-3 Over Pinch	4-4 Split 4-4 Split	Quad Line 3-4 - 3 Quad Line 3-4 - 3	Dime Normal Dime Normal	Nickel Attack 1 Nickel Attack 1

MADDEN NFL 17

Atlanta Falcons

GAMEPLAY RATING

FRANCHISE RISK/ STRATEGY

Overall Team Rating: 82
Defense: 81
Offensive Scheme: West Coast
Defensive Scheme: 4-3 Cover 3
Attendance: 66,297 (76.1%)
Fan Support: 82

2016 TEAM RANKINGS

31st NFC South, 8-8-0)
Scoring Offense: 5th
Rushing Offense: 16th
Passing Offense: 5th
Scoring Defense: 16th

2016 TEAM LEADER

Passing: Matt Ryan: 4,591
Rushing: Devonta Freeman: 1,079
Receiving: Julio Jones: 1,871
Sacks: Vic Beasley Jr.: 15.5
Int: Robert Alford: 6
Def'n Touches: Alford: 10

KEY ADDITIONS

LT Jake Matthews
RT Mike Person
CB Desmond Trufant

KEY ROSTER

33 Keanu Neal
56 Deion Jones

COACH

Dan Quinn
Offense: Shanahan
Offense Scheme: West Coast
Defense: Fangio
Defensive Scheme: 4-3 Cover 3

KEY RIVALRIES

@	BUCCANEERS
@	RAIDERS
	SAINTS
	PANTHERS
	BRONCOS
@	SEAHAWKS
@	CHARGERS
@	PACKERS
	BUCCANEERS
@	EAGLES
@	CARDINALS
@	CHIEFS
@	RAMS
@	49ERS
	PANTHERS
@	SAINTS

OFFENSIVE SCOUTING REPORT

- QB Matt Ryan had another great season last year. One more could be what it takes to take the Falcons all the way into that Super Bowl. Offensive line is key here.
- It's up to the younger members of the team to carry the load of running the ball. The battle will be between Devonta Freeman, Tevin Coleman, and Patrick Rod for the starting role. Coleman is primed to the best overall player, but will he get the chance?
- The WR core Jones is a playmaker and should be expected like the long term immediately. Towers will cover for Jones's injury in July at RFR. Look out for Mohamed Sanu to be a big part of the passing game as he's the biggest playmaker in the league. He must become more than a no-fit Falcons are going to win double-digit games.

DEFENSIVE SCOUTING REPORT

- The Falcons defensive line will be a key source of pressure on what forces you want to use. Consider getting Vic Beasley Jr. and his Rookie Nagurski nominee to double-digit sacks.
- The linebacking corps is led by Deion Jones and Paul Worrilow. Put them alongside Jil Philip Wheeler and he can develop into a solid core defender.
- The secondary has been a young core to build and from around CB Desmond Trufant. Consider signing a veteran for the short term while you develop someone to play opposite of him. At the safety position, don't let Chenal college find you hard and down and downward plays here.

SCHEDULE

- 1	SEP 11	1:00T	PHIL	@	BUCCANEERS
- 2	SEP 18	4:25T	@		RAIDERS
- 3	SEP 25	8:30T	@NYG		SAINTS
- 4	OCT 02	1:00T	@WAS		PANTHERS
- 5	OCT 09	4:05T	PHIL		BRONCOS
- 6	OCT 16	4:25T	PHIL	@	SEAHAWKS
- 7	OCT 23	4:05T	PHIL	@	CHARGERS
- 8	OCT 30	1:00T	PHIL	@	PACKERS
- 9	NOV 03	8:25P	@		BUCCANEERS
- 10	NOV 13	1:00T	@DAL	@	EAGLES
11	BYE WEEK				
- 12	NOV 27	1:00T	PHIL	@	CARDINALS
- 13	DEC 04	1:00T	@	@	CHIEFS
- 14	DEC 11	4:25T	@LAC	@	RAMS
- 15	DEC 18	4:05T	PHIL	@	49ERS
- 16	DEC 24	1:00T	PHIL		PANTHERS
- 17	JAN 01	1:00T	PHIL	@	SAINTS

KEY PLAYERS

KEY OFFENSIVE PLAYER

MATT RYAN #2
22 WT 6'4" HT 28 Years Old Boston College 2008

- Ryan is a master at executing mid-plays. Look for some new ones in your playbook and unleash the deep ball.
- Ryan has the accuracy/awareness duo down pat and should be expected to put together a career-year average.

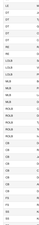
KEY DEFENSIVE PLAYER

DESMOND TRUFANT #21
23 WT 5'11" HT 26 Years Old Washington 2013

- Trufant has a long 4.37 agility rating and is one of the best man defenders in the game.
- Having a 6'2" frame is a boon and he has unusually long arms. Trufant will be expected to cover more mistakes for might have.

KEY ROOKIE

KEANU NEAL #33
6-2 WT 6'3" HT 21 Years Old Florida 2016



- Neal is a better zone defensive player than man, but his speed is high enough to cover some mistakes he might make.
- Keanu Pursuit rating is extremely high, making him a key player when shutting down any game changers on the offense.

KEY SLEEPER

ALDRICK ROBINSON #19
22 WR 5'9" HT 24 Years Old SMU 2015

- Robinson has experience. He may not be an all-star, but in a pinch he will succeed.
- The Quicksilver Catch rating in Robinson makes him the ultimate red zone receiver. Look for him to change things up in the red zone defense passing drills you're running.

DIFFENSIVE DEPTH CHART

POS	NAME	OVR
QB	Ryan	84
QB	Wolf	72
QB	Sean	70
QB	Watt	61
HB	Devonta	85
HB	Tevin	75
HB	Terron	69
HB	Rod	68
HB	Jones	63
HB	Patrick	61
WR	Julio	94
WR	Mohamed	84
WR	Devin	79
WR	Nick	77
WR	Justin	76
WR	Aldrick	67
WR	Devin	65
WR	J.D.	63
TE	Jacob	74
TE	Jaeden	70
TE	Austin	65
TE	Joel	64
LT	Jake	85
LT	Ryan	75
LT	Laurence	64
LG	Ben	84
LG	Alex	74
C	Alex	81
RG	Chris	76
RG	Wesley	74
RG	Andrew	61
RT	Ryan	75

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Vic	84
LE	Malliciah	69
LE	Jonathan	68
LT	Tyson	77
LT	Jarrell	72
LT	Chris	66
LT	Corey	65
RE	Ra'Shede	74
RE	Derrick	73
RE	Brett	72
LOLB	Worrilow	77
LOLB	Philip	75
LOLB	Brooks	74
MLB	Paul	76
MLB	LeRoy	74
MLB	De'Vondre	72
ROLB	Courtney	74
ROLB	Deion	71
ROLB	Tyler	66
CB	Terry	82
CB	Levi	77
CB	Desmond	76
CB	Robert	75
CB	Jalen	74
CB	Dashaun	73
CB	C.J.	72
CB	Devonte	71
CB	Akeem	70
FS	Dashon	74
FS	Ricardo	73
FS	Robinson	72
SS	Kemal	76
SS	Keanu	75
SS	Charles	73
SS	Sharrod	72
SS	Brian	70

SPECIAL TEAMS

POS	NAME	OVR
K	Matt	81
P	Bryan	81
K	Giorgio	77

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK ACE - STRETCH

RUNNING PLAYS

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Shotgun Trips Stretch Counter	Shotgun Trips Counter Trey	I Form Tight Z Stretch Fly Sweep	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey
Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey

BEST PASS: OSU STACK BYPASS WR - CURL SWITCH

PASSING PLAYS

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Shotgun Trips Stretch	Shotgun Trips Y Cross Mesh	Shotgun Trips Y Cross Mesh	Shotgun Trips Y Cross Mesh	Shotgun Trips Y Cross Mesh
Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey	Shotgun Trips Counter Trey
Trey Bunch Shotgun Y Stretch Flat	Shotgun Trips Stretch Flat	Shotgun Trips Stretch Flat	Shotgun Trips Stretch Flat	Shotgun Trips Stretch Flat

BEST DEFENSIVE PLAYS

BEST RUN D: 4-3 OVER PLUS - COVER 4

BEST PASS D: BELLAH 3-3 D GOVER 4 QB CONTAIN

RUN DEFENSE

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
4-2 Normal 2 Gap Cover 3	4-3 Over Plus Cover 4	4-3 Over Plus Cover 4	Dime Line 3-3 Cover 3	Nickel Normal Cover 3 Zone
4-3 Over Plus Cover 4	4-3 Over Plus Cover 4	4-3 Over Plus Cover 4	Dime Line 3-3 Cover 3	Nickel Normal Cover 3 Zone

PASS DEFENSE

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
4-2 Normal 2 Gap Cover 3	4-3 Over Plus Cover 4	4-3 Normal Cover 3	Dime Line 3-3 Cover 3	Dime 3-3 Cover 3 Zone Blitz
4-3 Over Plus Cover 4	4-3 Over Plus Cover 4	4-3 Normal Cover 3	Dime 3-3 Cover 3	Dime 3-3 Cover 3 Zone Blitz

EA SPORTS MADDEN NFL 17

Team
San Francisco 49ers

GAMEPLAY RATING 76

FRANCHISE MODE STRATEGY

Overall Team Rating: 76
Offense: 78
Offensive Scheme: Normal
Defensive Scheme: 3-4 Hybrid
Identity: Off. Tilt / Def. Tilt

2016 TEAM RANKINGS

Overall: 16th
Offense Overall: 22nd
Passing Offense: 22nd
Rushing Offense: 22nd
Defense Overall: 10th

2016 TEAM LEADERS

Passing: Blaine Gabbert 2,031
Rushing: Carlos Hyde 1,031
Receiving: Torrey Smith 736
Sacks: Aaron Lynch 5.5
Int: Eric Reid 3

KEY ADDITIONS

LB Piers Jarrett-Delle
C Chris Kuebler
DE Arthur Maulet

KEY INJURIES

RB Carl Jones Bucknor
WR Jeremy Kerley
CB Will Redmond

COACH

Chip Kelly
Off. Scheme: Normal
Defensive Scheme: 3-4
Offensive Scheme: Spread

OFFENSIVE SCOUTING REPORT

- With Blaine Gabbert having taken over at QB last season, there is still some strength there. This is a good season to see if Gabbert can be the answer at the position or if he will be replaced. Colin Kaepernick is a free agent this season and could be brought back to the team.
- The 49ers are still very young, especially with RB Carlos Hyde taking a step in the backfield. While he is slightly in over the cut tendencies across many runs to put cuts. Just Knox, Joe Knox Chargin as your first-down back and the rookie wave to get him into the wheel going forward.
- The 49ers have a very new WR Torrey Smith on the offensive line, and he has shown his talent. Use Patton over the rookie for his Speed and Catch stats. Also look to use Bruce for his 97 yards after the catch.

DEFENSIVE SCOUTING REPORT

- The biggest problem on the defensive line, Cox and Buckner are the only ones who can rise the action. Look to bring in veteran with power, strength and block shedding to cover what you need.
- While the 49ers did a good job in stopping the run last season, they still have needs, while players with some youth and depth to build around. Upgrade the passing players and demand that they step up.
- DE Tyvonte Bryant is good in run coverage, while DE Ray Ventrone has the ability to match up with WRs, so you can easily DT to build him into a dominant defense. The Cover 2 Sting is an excellent way to take advantage of this.

SCHEDULE

1	SEP 12	10:20PM	@MIN	RAMS
2	SEP 18	1:00PM	PHI	PANTHERS
3	SEP 25	4:05PM	PHI	SEAHAWKS
4	OCT 02	4:25PM	@PHI	COWBOYS
5	OCT 06	8:25PM	@	CARDINALS
6	OCT 16	1:00PM	PHI	BILLS
7	OCT 23	4:05PM	PHI	BUCCANEERS
8	BYE WEEK			
9	NOV 06	4:05PM	PHI	SAINTS
10	NOV 13	4:25PM	@PHI	CARDINALS
11	NOV 20	4:25PM	@PHI	PATRIOTS
12	NOV 27	1:00PM	PHI	DOLPHINS
13	DEC 04	1:00PM	PHI	BEARS
14	DEC 11	4:05PM	@PHI	JETS
15	DEC 18	8:30PM	@PHI	FALCONS
16	DEC 24	4:25PM	PHI	RAMS
17	JAN 01	4:25PM	PHI	SEAHAWKS

KEY PLAYERS

KEY OFFENSIVE PLAYER

VANCE MCDONALD #89
TE | 6'4" | 267 lbs | 23 | Rice | 4 of 7

- McDonald is an all-around all-star. He's up for this challenge and must take over.
- His Agility and Trucking ratings are excellent, which will allow him to gain some yards after the catch.

KEY DEFENSIVE PLAYER

NAVORROW BOWMAN #53
ILB | 6'3" | 250 lbs | Penn State | 3 of 6

- Bowman has the pure that he's healthy, he has embraced his role as the veteran who can help be a leader the season.
- Bowman's Block Shed rating makes him a star in the run game.

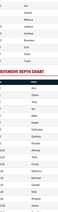
KEY ROOKIE

DEFOREST BUCKNER #99
DE | 6'8" | 291 lbs | Oregon | 1st ⑧

- This pure nearly started a solid RE and they got him. Buckner should see a high number of sacks this season.
- Buckner is extremely powerful, so use his Power Move to bust through the offensive line.

KEY SLEEPER

GARRETT CELEK #78
OG | 6'4" | 312 lbs | Michigan | 5th ⑤



- Celek may not be playing in the first position, but he's still a solid player. He can start in road situations on the field.
- Know your scheme and see Garrett Celek if you plan on a power running attack.

DEPTH CHART

DEFENSIVE DEPTH CHART

POS	NAME	OVR
QB	Colin Kaepernick	74
QB	Blaine Gabbert	73
QB	Trent Cole	69
QB	Carlos Hyde	80
HB	Shaun Draughn	74
HB	Mike Davis	71
HB	Kelvin Taylor	67
WR	Bruce Ellington	77
WR	Torrey Smith	78
WR	Quinton Patton	73
WR	Bruce Ellington	69
WR	Jeremy Kerley	77
WR	DeAndrew White	69
WR	Rashaun Greene	69
WR	Aaron Burbridge	63
WR	Dres Anderson	62
WR	Dres Anderson	62
TE	Vance McDonald	79
TE	Garrett Celek	75
TE	Blake Bell	69
TE	Jed Reed	69
TE	Derek Anderson	69
TE	Kyle Nelson	62
TE	Logan Stokes	62
LT	Joe Staley	83
LT	Trent Brown	73
LG	Joe Silberman	67
LG	Khaled Holmes	62
C	Marcus Martin	66
RG	Joshua Garnett	72
RG	Andrew Tiller	71
RG	Brandon Thomas	69
RT	Erik Pears	68
RT	Trent Brown	73
RT	Brian Winters	69

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Glenn Dorsey	75
LE	Tony Jerod-Eddie	68
LE	Ian Williams	62
LE	Mike Purcell	60
LE	Kaleb Ramsey	59
NT	DeForest Buckner	78
NT	Quinton Dial	75
NT	Ronald Blair III	62
LOLB	Ahmad Brooks	74
LOLB	Tank Carradine	72
LOLB	Corey Lemonier	68
MLB	NaVorro Bowman	88
MLB	Michael Wilhoite	75
MLB	Gerald Hodges	68
MLB	Nick Bellore	66
ROLB	Eli Harold	70
ROLB	Aaron Lynch	69
ROLB	Ray-Ray Armstrong	61
ROLB	Eli	74
CB	Jason Verrett	83
CB	Tramaine Brock	80
CB	Dontae Johnson	75
CB	Kenneth Acker	74
CB	Will	73
CB	Chris Davis	69
CB	Keith Reaser	68
CB	Marcus Cromartie	65
CB	Rashard Robinson	62
CB	Prince Amukamara	83
FS	Eric Reid	77
FS	Jimmie Ward	71
FS	Antonio Bethea	69
SS	Jaquiski Tartt	71
SS	K.J. McCray II	67
SS	Jaleel Bell	62

SPECIAL TEAMS

NAME	AGE	OVR
K	Phil Dawson	83
P	Bradley Pinion	71

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK ACE – 90 FLASH

RUNNING PLAYS

1ST DOWN	2ND DOWN	3RD & SHORT	3RD & LONG	4TH & SHORT	4TH & LONG
Iron Base Offset – Iron Close	Iron Diamond Offset – Iron Close	Iron Sweep Toss – Inside Zone	Trips Iron – Lead Draw	Iron Base Offset – Iron Close	Iron Pro Offset – Offset I-Z Stretch
Iron Diamond Offset Hb Off Power	Iron Trio Open – Iron Trio Open	Iron Trio Open – Lead	Trips Iron – Lead	Iron Base Offset – Iron Close	Iron Wing Offset – Iron Close
Iron Wing Heavy Offset – Iron Close	Iron Trio Hb Pass – Iron Trio Hb Pass	Iron Trio Open – Lead	Trips Iron – Lead	Iron Trio Hb Pass – Iron Trio Hb Pass	Wingbreak Ace – Wingbreak Ace

BEST PASS: GUN STACK OFFSET WK – WIDE Z SPOT

PASSING PLAYS

1ST DOWN	2ND DOWN	3RD & SHORT	3RD & LONG	4TH & SHORT	4TH & LONG
Iron Diamond Offset – Iron Close Strike	Iron Diamond Offset – Iron Close Strike	Iron Diamond Offset – Iron Close Strike	Iron Diamond Offset – Iron Close Strike	Iron Diamond Offset – Iron Close Strike	Iron Diamond Offset – Iron Close Strike
Iron Trips Iron Offset – Iron Close Strike	Iron Trips Iron Offset – Iron Close Strike	Iron Trips Iron Offset – Iron Close Strike	Iron Trips Iron Offset – Iron Close Strike	Iron Sweep Offset – Iron Close Strike	Iron Sweep Offset – Iron Close Strike
Iron Wing Offset – Iron Close Strike	Iron Trips Iron Offset – Iron Close Strike	Wingbreak Ace – Wingbreak Ace Strike	Iron Sweep Offset – Iron Close Strike	Iron Sweep Offset – Iron Close Strike	Iron Wing Offset – Iron Close Strike

BEST DEFENSIVE PLAYS

BEST DEFENSE IN 4-4 vs SPLIT – COVER 2 INVERT

RUN DEFENSE

1ST DOWN	2ND DOWN	3RD & SHORT	3RD & LONG	4TH & SHORT	4TH & LONG
3-4 Over – Wrap Up	3-4 Over – Wrap Up	3-4 Bear – Wrap Up	Dime 4-2-5	Nickel 4-2-5 – Stack & Shed	Nickel 4-2-5 – Stack & Shed
3-4 Over – Wrap Up	3-4 Over – Wrap Up	3-4 Bear – Wrap Up	Dime 4-2-5	Nickel 4-2-5 – Stack & Shed	Nickel 4-2-5 – Stack & Shed
3-4 Over – Wrap Up	3-4 Over – Wrap Up	3-4 Bear – Wrap Up	Dime 4-2-5	Nickel 4-2-5 – Stack & Shed	Nickel 4-2-5 – Stack & Shed

BEST PASS D: 8M DIME 4-4-3 – COVER 6

PASS DEFENSE

1ST DOWN	2ND DOWN	3RD & SHORT	3RD & LONG	4TH & SHORT	4TH & LONG
3-4 Over – Cover 2 Invert	3-4 Over – Cover 2 Invert	3-4 Bear – Cover 2 Invert	Dime Cover 6-3-3	Dime 4-2-5 – Cover 6	Nickel 4-2-5 – Press Cover 2
3-4 Over – Cover 2 Invert	3-4 Over – Cover 2 Invert	3-4 Bear – Cover 2 Invert	Dime Cover 6-3-3	Dime 4-2-5 – Cover 6	Nickel 4-2-5 – Press Cover 2
3-4 Over – Cover 2 Invert	3-4 Over – Cover 2 Invert	3-4 Bear – Cover 2 Invert	Dime Cover 6-3-3	Dime 4-2-5 – Cover 6	Nickel 4-2-5 – Press Cover 2

MADDEN NFL 17

Name
New York Giants

GAMEPLAY RATING

FRANCHISE MODE STRATEGY

Overall Game Rating: 82
Offense: 84
Offense Scheme: West Coast
Offensive Scheme Rating: 84
Defense: 80
Defensive Scheme: 3-4
Weaknesses: TE, CB

2015 TEAM RANKINGS

1st NFC East (9-7/0)
Passing Offense - 5th
Rushing Offense - 22nd
Passing Defense - 22nd
Rushing Defense - 27th

2016 TEAM LEADERS

Passing: Eli Manning, 4,410
Rushing: Rashad Jennings, 1,235
Receiving: Odell Beckham Jr., 1,450
Sacks: Jason Pierre-Paul, 11
Interceptions: Janoris Jenkins, 3
Tackles: Jon Beason, 104

KEY ADDITIONS

R Josh Brown
RB Shane Vereen
WR Bobby Rainey

KEY ROOKIES

CB Eli Apple
WR Sterling Shepard
TE Will Tye

COACH

Ben McAdoo
Offensive Scheme: West Coast
Defensive Scheme: Attacking 4-2

OFFENSIVE SCOUTING REPORT

- Ben's throwing accuracy is the key with all of the offensive weapons. Look for him to build on it with the young talent surrounding him, and it should lead to more wins. Focus on quick passes to help out the offensive line and keep the completion percentage up.
- The Giants give an excellent upgrade by signing RB Bobby Rainey in the offseason. Use him to really improve the passing game and take advantage of the mismatches.

DEFENSIVE SCOUTING REPORT

- The Giants' defensive line needs to develop some young talent this season. They can't afford to let Jason Pierre-Paul regress further, hopefully, some of the young talent will step up and help take the pressure off the veterans.
- LB Jon Beason has had a resurgence in New York, but he's nearly at 100 overall due to injuries. The Giants need him but hope to get more out of Devon Kennard and Jasper Brinkley to help take the pressure off.
- The Giants picked up another great CB Apple, which adds some serious strength to the secondary. Use Apple to hold the edge and take advantage of the zone defenses.

SCHEDULE

1	SUP 18	4:25P	PHI	EAGLES
2	SUP 18	1:00P	WAS	REDSKINS
3	SUP 25	1:00P	PHI	EAGLES
4	OCT 03	8:30P	@DET	LIONS
5	OCT 09	8:30P	@GB	PACKERS
6	OCT 16	1:00P	@DAL	COWBOYS
7	OCT 23	9:30P	@LAR	RAMS
8	BYE WEEK			
9	NOV 06	1:00P	PHI	EAGLES
10	NOV 14	8:30P	@ATL	FALCONS
11	NOV 20	1:00P	PHI	EAGLES
12	NOV 27	1:00P	@CHI	BEARS
13	DEC 04	4:25P	@WAS	REDSKINS
14	DEC 11	8:30P	@PHI	EAGLES
15	DEC 18	1:00P	@PHI	EAGLES
16	DEC 22	8:25P	@CIN	BENGALS
17	JAN 01	1:00P	PHI	EAGLES

KEY PLAYERS

KEY OFFENSIVE PLAYER

ODELL BECKHAM

HB: 83 | 6'-0" | 198 | Unsigned | OVR: 2

Despite his size, Beckham is the best in the NFL at going up and making spectacular catches.

Don't forget just how fast he is and don't evade around the middle as he can pick up yards after the catch.

KEY DEFENSIVE PLAYER

DOMINIQUE RODGERS-CROMARTIE

LC: 24 | 6'-2" | 201 | Unsigned | Tennessee St. | OVR: 83

DRC is one of our favorite players in the game with his blend of size and speed.

Use his main asset out of the box by utilizing press.

KEY ROOKIE

ELI APPLE

CB: 23 | 6'-0" | 197 | 2016 | Ohio State | OVR: 81

Apple is quick and strong, which makes these ratings look good underneath.

Apple excels in both man and zone coverage, making him a great scheme fit.

KEY SLEEPER

WILL TYE

LE: 85 | 6'-6" | 251 | 2016 | Stony Brook | OVR: 71

Tye has some great features and can play over the top very well. Use his Catching rating to get yardage with the short pass.

DIFFERENTIVE DEPTH CHART

No.	Player	OVR
10	Manning	83
08	Ryan	80
4	Geno	67
09	Shane	84
34	Rainey	80
28	Orleans	73
30	Perkins	73
29	Paul	76
23	Andrews	73
38	Washburn	63
39	Hill	74
79	Wolfe	76
75	Richburg	80
68	Victor	61
66	Pugh	74
69	Dwayne	74
64	Jones	64
65	Wyatt	63
76	Pugh	69
78	Tovarres	67
72	Ku	64
70	Lorry	70
73	Jerod	66
74	Jones	68
70	Zia	63
71	Ryan	64
17	Crack	76
11	Randle	78
13	Austin	84
12	Ryan	74
13	Dillon	74
14	Stewart	74
3	Shane	84
4	Jones	73
15	Adam	68
16	Bowden	70
17	Woodhall	69
18	Randle	78
19	Endsell	73

DEFENSIVE DEPTH CHART

No.	Player	OVR
12	Hamm	Hamm/Hays
13	Kenny	80
14	Damon	74
15	Jonathan	74
16	Hamm	74
17	Boston	74
18	Lamb	74
19	Greg	74
20	Chris	74
21	Dee	74
22	Damon	74
23	Mark	74
24	Jenkins	74
25	Keenan	74
26	Jonathan	74
27	Dominique	74
28	Eli	74
29	Tavon	74
30	Leon	74
31	Landon	74
32	Landon	74
33	Darian	74
34	Bennett	74
35	Donovan	74
36	Cooper	74
37	Curtis	74

SPECIAL TEAMS

No.	Player	OVR
5	Brown	74
6	Brad	74

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK DOUCE CLOSE - HB STRETCH

RUNNING PLAYS

HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD
I-Form Pro - HB Stretch	I-Form Right - HB Stretch	Strong I - HB Stretch / Strong I - HB Slam	I-Form Left - HB Stretch / I-Form Right - HB Stretch	Gun Normal Pro - HB Trap
Gun Normal Pass Wing - HB Slam	Gun Spread - HB Stretch	Strong I - HB Stretch / Strong I - HB Slam	I-Form Right - HB Stretch / I-Form Left - HB Stretch	Gun Close Offset - HB Stretch / Gun Close Offset - HB Slam
Gun Normal Pass Wing - HB Stretch / Gun Normal Pass Wing - HB Slam	Strong I - HB Stretch / Strong I - HB Slam	I-Form Right - HB Stretch / I-Form Left - HB Stretch	Gun Normal Pro - HB Stretch	Gun Close Offset - HB Stretch / Gun Close Offset - HB Slam

BEST PASS: GUN TRIO OFFSET - VERTICALS

PASSING PLAYS

HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD
Gun Trio Close Offset - Curl Vertical / Gun Trio Close Offset - Curl Vertical	Gun Normal Pro - Curl Vertical	Gun Trio Close Offset - Curl Vertical / Gun Trio Close Offset - Curl Vertical	Gun Normal Pro - Curl Vertical / Gun Normal Pro - Curl Vertical	Gun Trio Close Offset - Curl Vertical / Gun Trio Close Offset - Curl Vertical
Gun Trips Y Flat - Curl Vertical / Gun Trips Y Flat - Curl Vertical	Gun Trio Close Offset - Curl Vertical	Gun Trio Close Offset - Curl Vertical / Gun Trio Close Offset - Curl Vertical	Gun Normal Pro - Curl Vertical / Gun Normal Pro - Curl Vertical	Gun Trips HB Slant - Curl Vertical / Gun Trips HB Slant - Curl Vertical

BEST DEFENSIVE PLAYS

BEST RUN D: 5-2 NORMAL - FIRE ZONE 3

RUN DEFENSE

HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD
4-3 Normal - 4-3 Cover Zone / 4-3 Normal - 4-3 Cover Zone	4-3 Cover Pro - 4-3 Cover Zone / 4-3 Cover Pro - 4-3 Cover Zone	3-4 Normal - Edge Lock 3-4-4 / 3-4 Normal - Edge Lock 3-4-4	Dollar Normal - 4-3 Cover Zone / Dollar Normal - 4-3 Cover Zone	Dollar Pro - 4-3 Cover Zone / Dollar Pro - 4-3 Cover Zone
4-3 Over - 4-3 Cover Zone / 4-3 Over - 4-3 Cover Zone	4-3 Under - 4-3 Cover Zone / 4-3 Under - 4-3 Cover Zone	3-4 Normal - Edge Lock 3-4-4 / 3-4 Normal - Edge Lock 3-4-4	Dollar Normal - 4-3 Cover Zone / Dollar Normal - 4-3 Cover Zone	Dollar Pro - 4-3 Cover Zone / Dollar Pro - 4-3 Cover Zone

BEST PASS D: ROLLER 3-3-5 - COVER 4 OR COVER

PASS DEFENSE

HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD	HOLE & BACKFIELD
3-4 Normal - Cover 4 Zone / 3-4 Normal - Cover 4 Zone	3-4 Cover Pro - Cover 4 Zone / 3-4 Cover Pro - Cover 4 Zone	3-4 Normal - Edge Lock 3-4-4 / 3-4 Normal - Edge Lock 3-4-4	Dollar Normal - Cover 4 Zone / Dollar Normal - Cover 4 Zone	Dollar Pro - Cover 4 Zone / Dollar Pro - Cover 4 Zone
4-3 Over - 4-3 Cover Zone / 4-3 Over - 4-3 Cover Zone	4-3 Under - 4-3 Cover Zone / 4-3 Under - 4-3 Cover Zone	3-4 Normal - Edge Lock 3-4-4 / 3-4 Normal - Edge Lock 3-4-4	Dollar Normal - 4-3 Cover Zone / Dollar Normal - 4-3 Cover Zone	Dollar Pro - 4-3 Cover Zone / Dollar Pro - 4-3 Cover Zone

PEBBLE BEACH

EA SPORTS MADDEN NFL 17

Team
Jacksonville Jaguars

GAMEPLAY RATING 81

FRANCHISE RUN STRATEGY

Overall Team Rating: 80
Offense: 78
Defensive Scheme: Vertical Offense
Defensive Scheme: Multiple D
Attendance: 101,132 (L4)
Stadium: EverBank Field

2016 TEAM RANKINGS

1st ACC Depth (5-11)
1st Offensive Scheme
1st Defensive Scheme
Passing Defense: (L28)
Rushing Defense: (L32)

2016 TEAM LEADERS

Passing: Blake Bortles: 4,428
Rushing: T.J. Yeldon: 1,088
Receiving: Allen Robinson: 1,400
Sacks: Calais Campbell: 5.5
Tackles: Paul Posluszny: 97
Interceptions: Jalen Ramsey: 4

KEY ADDITIONS

LT Jermey Parnell
LB Paul Posluszny
WR Chris Ivory

KEY ROOKIES

LB Jalen Ramsey
WR Marqise Lee
LT Jermey Parnell

COACH

Gus Bradley
Record: 19-45 (5 Years)
Offensive Scheme: Vertical Offense
Defensive Scheme: Multiple D

OFFENSIVE SCOUTING REPORT

- QB Blake Bortles has done well in the first couple seasons with the franchise. Continue to improve his completion percentage and keep throws in help out drives or turnovers.
- RB T.J. Yeldon had an excellent second year and is a main receiving of the carries in the backfield. While you have Yeldon in the backfield, you can't afford to sell out to stop the run on the interior like Ivory. The offense line is running strong lately and should help.
- The receiving corps is still very young, but now with a season under most of their belts they have a little bit of experience in the league. There are big upside and should prepare better with Ivy style pass rushers. Each throw has moved on, and a team better with them in mind.

DEFENSIVE SCOUTING REPORT

- The run, defensive line has shown of the soup and power of the middle. Make sure to note who can stop the run, otherwise, you may never get to bring your defensive scheme into play and can be off on the opposing passer.
- LB Paul Posluszny is the leader of the middle of the defense, but Telvin Smith proved last season he has what it takes to become a starter. Continue to develop him and look for a veteran at LOLB until the draft.
- The agents have the initial pieces for a solid man coverage secondary. The will be made easier if the pass rush can get to the QB.

SCHEDULE

1	SEP 11	1:00P	PHI @ PACKERS
2	SEP 18	4:25P	@ CHARGERS
3	SEP 25	1:00P	@ RAIDERS
4	OCT 02	9:30P	COLTS
5	BYE WEEK		
6	OCT 16	1:00P	@ BEARS
7	OCT 23	1:00P	RAIDERS
8	OCT 27	8:2P	@ TITANS
9	NOV 06	1:00P	CHIEFS
10	NOV 13	1:00P	@ TEXANS
11	NOV 20	1:00P	@ LIONS
12	NOV 27	1:00P	BILLS
13	DEC 04	1:00P	BENGALS
14	DEC 11	1:00P	@ VIKINGS
15	DEC 18	1:00P	@ TEXANS
16	DEC 24	1:00P	TITANS
17	JAN 01	1:00P	COLTS

KEY PLAYERS

KEY OFFENSIVE PLAYER

ALLEN ROBINSON #15

WR | 6'3" | 218 lbs | Penn State | 4th Yr

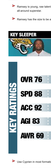
Receives how the ball is in the air (3 seconds in the league, as well as an impressive Spectacular Catch rating.

First someone to play the other side of the field because Robinson has a huge target on his back at all times.

KEY DEFENSIVE PLAYER

PRINCE AMUKAMARA #21

CB | 6'0" | 207 lbs | Ohio State | 5th Yr



Incredible job at all around great corner. Despite his size, Amukamara has a high enough PRC to beat most receivers to the ball.

Being a part of an already strong corner unit, Amukamara is a perfect team leader.

KEY ROOKIE

JALEN RAMSEY #30

LB-DB | 6'1" | 209 | Florida State | 22YR

Versatile & young, can blanket with ease with the corner routes. Focus on his PRC if you want him to become an all-pro in a position.

Primary has the size to be able to handle more matchups than your average WR. Use this to set your stats.

KEY SLEEPER

JONATHAN CYPRIEN #97

DE | 6'4" | 275 | Florida State | 3rd Yr

Use Cyprien in man formations. He has many skill sets, but work on his ability to pick up on the situation.

Another skill has the speed and agility to cover any holes in the defense.

DEFENSIVE DEPTH CHART

#	NAME	POS	AGE
56	Hilton	MLB	23
58	Wynn	Inactive	24
59	Brandon	Allen	23
75	Chris	Jerry	32
78	T.J.	Yeldon	19
79	Stewart	Robinson	19
79	Corey	Grant	30
79	Allen	Robinson	23
79	Allen	Hurns	24
79	Marqise	Lee	25
79	Rashad	Greene	19
79	Bryan	Walters	19
79	Jordan	Blackmon	22
79	Rhys	Evans	23
79	Rashad	Lawrence	22
79	Chris	Ivory	27
79	Shane	Wynn	32
79	Jalaal	Thomas	22
79	Mercedes	Lewis	75
79	Jamie	Ivy	71
79	Brandon	Russell	64
79	Jaguars	Tobar	19
79	Kelvin	Beachum	85
79	Jermey	Jenkins	75
79	Mackenzy	Bernadeau	75
79	Jeff	Linkenbach	77
79	Kadeem	Edwards	69
79	Luke	Bowanko	75
79	Tyler	Bradley	69
79	Brandon	Linder	75
79	Patrick	Omameh	74
79	Cam	Robinson	74
79	Jermey	Parnell	77
79	Jaguars	Wells	77

DEFENSIVE DEPTH CHART

#	NAME	POS	AGE
56	Hilton	Jamaica	24
LE	Bjoern	Werner	75
LE	Ryan	Davis	75
LE	Chris	Smith	87
LE	Jonathan	Woodard	75
DT	Red Dennis	Mosley	75
DT	Roy	Miller III	75
DT	Tyson	Alualu	75
DT	Malik	Jackson	75
DT	Abry	Jones	86
RE	Michael	Bennett	86
RE	Jason	Hatcher	75
RE	Dante	Fowler Jr	75
RE	Yannick	Ngakoue	86
LOLB	Telvin	Smith	75
LOLB	Dontay	Moch	86
MLB	Paul	Posluszny	75
MLB	Josh	Bynes	75
ROLB	Tyrone	Holmes	87
ROLB	Dan	Skuta	75
ROLB	Myles	Jack	75
ROLB	Sean	Porter	71
CB	Aaron	Colvin	75
CB	Prince	Amukamara	83
CB	Jalen	Ramsey	82
CB	Aaron	Colvin	75
CB	Dwayne	Gratz	75
CB	Demetrius	McCray	75
CB	Nick	Marshall	82
CB	Tashaun	Gipson	87
FS	Earl	Wolff	86
FS	Johnathan	Cyprien	76
FS	Josh	Evans	69
FS	James	Sample	69

SPECIAL TEAMS

#	NAME	POS	AGE
4	Jason	Myers	77
6	Brad	Nortman	83
4	Ryan	Quigley	80

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK ACE - 99 STRETCH

RUNNING PLAYS

RUN 1 SHOT	RUN 2 SHOT	RUN 3 SHOT	RUN 4 SHOT	RUN 5 SHOT
Singleback Ace Pair Stretch	Singleback Ace Duo Power	I Form Pair Duo Power	Pistol Pair Duo Zone	Pistol Duo Counter Trey
Shotgun Trips Duo Zone	Shotgun Trips Duo Power	Shotgun Trips Duo Counter	Trey Duo Zone Read	Shotgun Trips Duo Counter Read

BEST PASS: SINGLEBACK ACE TWINS - JUKE TO DRAG

RUNNING PLAYS

RUN 1 SHOT	RUN 2 SHOT	RUN 3 SHOT	RUN 4 SHOT	RUN 5 SHOT
Pair Stretch X Trey Duo Zone	Pair Stretch Y Trey Duo Zone	Quick Bunch Duo Zone Read	Quick Trips TE Duo Zone Read	Quick Bunch Duo Zone Read
Singleback Bunch Duo Zone	Duo Trey Open Duo Zone Read	I Form Pro Duo Zone Read	Singleback Bunch Duo Zone Read	Duo Spread Quads Duo Zone Read
Singleback Trips Duo Zone Read	Duo Spread Ace Duo Zone Read	Pair Bunch Duo Zone Read	Duo Spread Quads Duo Zone Read	Duo Wishbone Mesh Duo Zone Read

BEST DEFENSIVE PLAYS

BEST RUN: 6-3 NORMAL - SAFETY BLITZ 2

RUN DEFENSE

RUN 1 SHOT	RUN 2 SHOT	RUN 3 SHOT	RUN 4 SHOT	RUN 5 SHOT
4-3 Normal Cover 3 Zone	4-3 Under Cover 3 Zone	4-3 Tite Man Cover 3 Zone	4-3 Over Cover 3 Zone	4-3 Under Cover 3 Double Eagle
4-3 Normal 4 Down Stack	4-3 Under - Wide Nine Cover 3 Zone	4-3 Over Five Down Cover 3 Zone	46 Normal Cover 3 Zone	Quick Normal - Over Cover 3 Zone

BEST PASS: 6-3 NORMAL - CRUSH 6

PASS DEFENSE

PASS 1 SHOT	PASS 2 SHOT	PASS 3 SHOT	PASS 4 SHOT	PASS 5 SHOT
4-3 Normal Cover 4	4-3 Under Cover 4 Press	4-3 Over Cover 4 Man	4-3 Under Cover 4 Double	4-3 Under Cover 3 Double Eagle
4-3 Normal Cover 2 Man	4-3 Under Cover 2 Man	4-3 Over Cover 2 Man	4-3 Under Cover 2 Man	4-3 Under Cover 3 Double Eagle

PRIME
GUIDES

EA SPORTS MADDEN NFL 17

Name
New York Jets

GAMEPLAY RATING 81

FRANCHISE MODE STRATEGY

Overall Team Rating: 79
Offense: 78
Offensive Scheme: Balanced Offense
Defense: 80
Defensive Scheme: 3-4 Multiple
Special Teams: 77

2015 TEAM RANKINGS

Total NY Ops: 11th (5th)
Total NY Def: 12th (6th)
Passing Offense: 8th
Rushing Offense: 20th
Passing Defense: 13th
Rushing Defense: 11th

2015 TEAM LEADERS

Passing: Ryan Fitzpatrick, 3,905
Rushing: Chris Ivory, 1,070
Receiving: Brandon Marshall, 1,502
Sacks: Muhammad Wilkerson, 12
Tackles: Calvin Pryor, 107

KEY ADDITIONS

WR Brett Cole
LT David Sachs
RT Breno Giacomini

KEY ROOKIES

MLB Darron Lee
CB Jeremy Reeves
LG/C Jordan Jenkins

COACH

Todd Bowles
3-4 Multiple
Offensive Scheme: Balanced Offense
Defensive Scheme: Attacking 3-4

OFFENSIVE SCOUTING REPORT

- The jets can still going with QB Geno Smith, as work on upgrading his accuracy. He's a strong passer, but hitting his target isn't necessarily a strength.
- The Jets have built up a stable of powerful RBs. Keep an eye out to see who has the hot hand and stick with him. In the passing game, the back option is Bilal Powell who can make a nice dump off in the flat to someone in the opening.
- The WR position has really filled out nicely and should get the QB some confidence when throwing to the outside. Brandon Marshall is a beast and can be a matchup nightmare for opposing defenses & dominate 50-50 ball targets.

DEFENSIVE SCOUTING REPORT

- The Jets' defensive line doesn't have to bring up extra defenders in the box to stop the run. This allows you to focus on your LBs and secondary on pass coverage and getting to the QB.
- The Jets' defense can pressure with a 3-4 look defense, they like to mix it into their game plan as well as the stealth zone blitz. Keep an eye out for the pre-snap movement and be ready to adjust your protection to the blitz that's coming your way.
- The Jets are hard to having a dominant secondary. Utilize their speed and man coverage ability to send aggressive receivers on routes and throw over the top of them.

SCHEDULE

1	SEP 13	1:00PM		CINCINNATI BENGALS
2	SEP 20	8:25PM		BUFFALO BILLS
3	SEP 25	4:25PM		KANSAS CITY CHIEFS
4	OCT 02	1:00PM		SEATTLE SEAHAWKS
5	OCT 09	1:00PM		PITTSBURGH STEELERS
6	OCT 12	8:30PM		ARIZONA CARDINALS
7	OCT 23	1:00PM		BALTIMORE RAVENS
8	OCT 26	1:00PM		SAN FRANCISCO 49ERS
9	NOV 06	1:00PM		MIAMI DOLPHINS
10	NOV 13	1:00PM		ST. LOUIS RAMS
11	BYE WEEK			
12	NOV 27	8:30PM		NEW ENGLAND PATRIOTS
13	DEC 05	8:30PM		INDIANAPOLIS COLTS
14	DEC 11	4:05PM		SAN FRANCISCO 49ERS
15	DEC 20	8:25PM		MIAMI DOLPHINS
16	DEC 24	1:00PM		NEW ENGLAND PATRIOTS
17	JAN 01	1:00PM		BUFFALO BILLS

KEY PLAYERS

KEY OFFENSIVE PLAYER

BRANDON MARSHALL #15

WR | 6'4" | 230 LBS | 30 YRS | Colorado State | 2011 | 10 YR

- Marshall no longer has the speed to burn anymore downfield, but he still is reliable in the red zone.
- There won't be a CB in the league who can consistently win a battle at the line of scrimmage with Marshall, so use that to your advantage.

KEY DEFENSIVE PLAYER

MUHAMMAD WILKERSON #96

DE | 6'5" | 315 LBS | 26 YRS | Temple | 2011 | 5 YR

- Wilkerson is an amazing talent who should be the face of your franchise for the long term.
- Moving Wilkerson in the lineup allows you to worry less about the run and focus on setting up to stop the pass.

KEY ROOKIE

DARRON LEE #50

MLB | 6'2" | 241 LBS | Ohio State | 22 R

- Lee has a great Block Shed rating, allowing him to play zone defense to easily stop the outside run.
- Lee can fit fit into a gap you see in the defense if you read the offense. He can get to the ball quickly and his finesse tackle should give you a lot of advantage.

KEY SLEEPER

JEREMY REEVES #29

CB | 6'0" | 197 LBS | College Football | 22 R

- Don't let his Overall rating fool you, Reeves is a solid player that who deserves more playing time than you think. Consider moving him up in your order.
- If anything, use Reeves as a nickel, he's fast and will get open, but there is a problem in his size/ arms, he may not catch the ball as well and as strong.

DEFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP	BACKUP
DE	Wilkerson	Ivory	Lotomba	75
DE	Christian	Hankerson		67
DT	Richardson	Pody		65
DT	Wolf	Forbel		66
DT	Allen	Powell		70
MB	Klecko	Robinson		73
MB	Ellis	Revis		73
MB	Townsend	Thompkins		67
MB	Richardson	Marshall		85
MB	Cole	Davis		66
MB	Hankerson	Cole		64
MB	Pedrick	Anderson		65
MB	Cromartie	Kennedy		65
MB	Chandler	Marley		60
TE	Cook	Amaro		73
TE	Ford	Sudfeld		70
TE	Anderson	Burbrink		69
TE	Hafner	Davis		69
TE	Allen	Sanders		62
TE	Tanner	Perkins		64
LT	Ryan	Colella		74
LT	Rex	Iatienza		75
LG	Jones	Lemonier		73
LG	Craig	Wells		69
C	Mack	Mangold		75
C	Wesley	Johnson		73
RG	Pyle	Fowler		62
RG	Brown	Winters		70
RG	Gholston	Green		67
RG	Jarvis	Harrison		67
RT	Hudson	Giacomini		67
RT	Brandon	Short		66
RT	Davis	Grubb		62

DEFENSIVE DEPTH CHART

POS	PRIMARY	BACKUP	BACKUP	BACKUP
LE	Wilkerson	Wilkerson		89
LE	Jarvis	Jenkins		68
LE	Allen	Lotomba		75
LE	Klecko	Richardson		76
DT	Revis	Harrison		76
DT	Green	Green		68
DT	Richardson	Richardson		68
DT	Townsend	Williams		61
DT	Ellis	Harris		64
RE	Harley	Washington		68
RE	Jenkins	Jenkins		69
LOLB	Trevor	Reddy		68
MLB	Gaskin	Harris		68
MLB	Erin	Henderson		75
MLB	Bruce	Carter		73
MLB	Damon	Lee		73
ROLB	Steven	Jones		73
ROLB	Lorenzo	Mauldin III		75
ROLB	Julian	Hartford		68
ROLB	Josh	Martin		67
CB	Darrelle	Revis		91
CB	Braden	Skrine		75
CB	Marcus	Williams		73
CB	Dee	Milliner		71
CB	Darryl	Morris		68
CB	Jaiden	Burris		68
CB	Darrelle	McCrayer		68
CB	Kendall	Jackson		67
FS	Rodney	Reeves		66
FS	Antonio	Marley		64
FS	Ronald	Harper		64
SS	Calvin	Pryor Sr		68
SS	Dawan	Landry		72

SPECIAL TEAMS

POS	PRIMARY	BACKUP	BACKUP
K	Folk	Fitz	75
P	Lachler	D'Amico	72
P	Tuck	Hackett	71

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK JUMBO - 40 SPT TACKLE

RUNNING PLAYS

BEST RUN	BEST SHORT	BEST MED	BEST LONG	BEST GOAL LINE
Singleback Jumbo - 40 SPT Tackle	Singleback Jumbo - 40 SPT Tackle	Slant 1 Trap - 40 SPT Tackle	Read Option - 40 SPT Tackle	Singleback Bunch - 40 SPT Tackle	Goal Package - HB Dive - 40 SPT Tackle
Singleback Bunch - 40 SPT Tackle	Goal Spot Jet - 40 SPT Tackle	Singleback Bunch - 40 SPT Tackle	Strong Pro - 40 SPT Tackle	Strong Pro - 40 SPT Tackle	Goal Bunch Double - 40 SPT Tackle
Strong Pro - HB Dive - 40 SPT Tackle	Goal Package - HB Dive - 40 SPT Tackle	Strong Pro - 40 SPT Tackle	Slant Trips - Right - 40 SPT Tackle	Slant Trips - Right - 40 SPT Tackle	Goal Trips - Trey Right - 40 SPT Tackle

BEST PASS: SINGLEBACK JUMBO - WR POST

PASSING PLAYS

BEST RUN	BEST SHORT	BEST MED	BEST DEEP	BEST GOAL LINE	BEST RED ZONE
Singleback Jumbo - 40 SPT Tackle	Singleback Jumbo - 40 SPT Tackle	Strong Pro - 40 SPT Tackle	Singleback Wide - 40 SPT Tackle	Goal Bunch Double - 40 SPT Tackle	Goal Bunch Double - 40 SPT Tackle
Singleback Bunch - 40 SPT Tackle	Singleback Bunch - 40 SPT Tackle	I Form Pro Twins - 40 SPT Tackle	Slant Trips 1 Trap - 40 SPT Tackle	Goal Strong I - 40 SPT Tackle	Goal Strong I - 40 SPT Tackle
Goal Spot Jet - 40 SPT Tackle	Goal Strong Pro - 40 SPT Tackle	Singleback Tight - 40 SPT Tackle	Slot Empty Jet - 40 SPT Tackle	Trips Trey Deep - 40 SPT Tackle	Goal Singleback Tight - 40 SPT Tackle

BEST DEFENSIVE PLAYS

BEST RUN D: 34 DOG - PINCH INSIG - 8

RUN DEFENSE

BEST RUN	BEST SHORT	BEST MED	BEST DEEP	BEST GOAL LINE	BEST RED ZONE
34 Dog - Pinch Insig - 8	34 Dog - Pinch Insig - 8	34 Dog - Pinch Insig - 8	34 Dog - Pinch Insig - 8	Nickel 3-4 Over - Double Mug - 8	Nickel 3-4 Over - Double Mug - 8
34 Dog - Cover 3 Flat - 8	34 Dog - Cover 3 Flat - 8	34 Dog - Cover 3 Flat - 8	34 Dog - Cover 3 Flat - 8	Nickel 3-4 Over - Cover 3 Match - 8	Nickel 3-4 Over - Cover 3 Match - 8
34 Dog - Fire Zone - 8	34 Dog - Fire Zone - 8	34 Dog - Fire Zone - 8	34 Dog - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8

BEST PASS D: NICKEL 3-4 OVER - COVER 3 MATCH

PASS DEFENSE

BEST RUN	BEST SHORT	BEST MED	BEST DEEP	BEST GOAL LINE	BEST RED ZONE
Nickel 3-4 Over - Cover 3 Match - 8	Nickel 3-4 Over - Cover 3 Match - 8	Nickel 3-4 Over - Cover 3 Match - 8	Dime 3-4 Over - Cover 3 Match - 8	Nickel 3-4 Over - Cover 3 Match - 8	Nickel 3-4 Over - Cover 3 Match - 8
Nickel 3-4 Over - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8	Dime 3-4 Over - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8	Nickel 3-4 Over - Fire Zone - 8

MADDEN NFL 17

Detroit Lions

GAMEPLAY RATING 81

FRANCHISE MODE STRATEGY

Overall Team Rating: 82
Offense: 83
Offensive Scheme: Vertical Offense
Offensive Formation: Multiple
Defense: 81
Defensive Scheme: 4-3

2015 TEAM RANKINGS

Scored: Rank 21, 22.0
Allowed: Rank 20, 25.0
Passing Offense: 16th
Rushing Offense: 29th

2015 TEAM LEADERS

Passing: Matthew Stafford, 4,262
Rushing: Ameer Abdullah, 703
Receiving: Golden Tate, 674
Sacks: Ezekiel Ansah, 14.5
Tackles: Tahir Whitehead, 107
Int: Darius Slay, 4

KEY INJURIES

OLB Tahir Whitehead
WR Marvin Jones
RG Geoff Schwartz

KEY ROSTER

WR Golden Tennon
DE Ezekiel Ansah
C Dominic Raiola

COACH

Jim Caldwell
Offensive Scheme: Multi Offense
Defensive Scheme: Attacking 4-3

OFFENSIVE SCOUTING REPORT

QB Matt Stafford still has one of the biggest arms in the NFL, but he will need to be more consistent on short passes to be successful in a new system. His perfect storm will be upgrading the Pro Bowl caliber arms that he has come to be known for.

This is the time to game-plan each week, especially when it comes to running backs. Coming off a fresh rotation between four examined, Stafford should be more than capable of 1,100 this and this is the time to game-plan each week and he may well be the same again this year. Once Detroit strengthens their line, there will be more opportunities for the running game.

Keeping a strong WR corps in tact and utilizing the tight end will be key to making the most of Stafford's talents. He has been a reliable target for years. He really got the most from him, keep developing their young talent at TE, which will hurt Ogletree who has shown ability to develop quickly.

DEFENSIVE SCOUTING REPORT

The new defensive line is coming back and will continue to get better this season. This creates more opportunity for Ezekiel Ansah, who is one of the best pass rushers in the league when he's on his game.

Khyri Gerbrick's injury is an excellent system boosts MLB Stephen Tulloch, who is coming off an injury. These players have to be more consistent in order to help the defense as a whole get back to where it was.

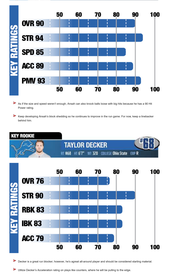
The Lions' secondary deserves to be considered in the league for it. Its' WR ranks deserves to both safeties. Now that we'll be way the Lions manage with Darius Slay and Glen Dorsey who both have quality good and the pro bowl.

SCHEDULE

1	SEP 8	4:25P	PHI	COLTS
2	SEP 18	1:00P	@	TITANS
3	SEP 25	1:00P	PHI	PACKERS
4	OCT 02	1:00P	PHI	BEARS
5	OCT 09	1:00P	PHI	EAGLES
6	OCT 16	1:00P	@	RAMS
7	OCT 23	1:00P	PHI	REDSKINS
8	OCT 30	1:00P	@	TEXANS
9	NOV 06	1:00P	PHI	VIKINGS
10	BYE WEEK			
11	NOV 20	1:00P	@	JAGUARS
12	NOV 13	12:30P	@	VIKINGS
13	DEC 04	1:00P	PHI	SAINTS
14	DEC 11	1:00P	PHI	BEARS
15	DEC 18	1:00P	@	TEXANS
16	DEC 26	8:30P	@NYG	GIANTS
17	JAN 08	1:00P	PHI	COWBOYS
				PACKERS

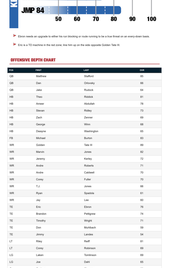
KEY PLAYERS

KEY OFFENSIVE PLAYER



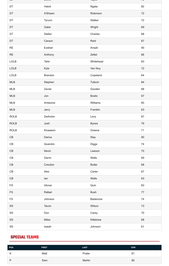
- He should be your main target in the red zone with a high focus and aggressive catch.
- Continue to develop Tate's confidence by throwing to him often. Jim's command that he will be a major target on the team.

KEY DEFENSIVE PLAYER



- As if his size and speed weren't enough, Ansah can also knock balls loose with his big fist because he has a 90 for Power rating.
- Keep developing Ansah's block shedding as he continues to improve in his run game. For now, keep a linebacker around him.

KEY ROOKIE



- Decker is a great run blocker, however, he's signed all-around player and should be considered starting material.
- Utilize Decker's Acceleration rating on player boosts, which he will be pulling to his edge.

KEY SLEEPER

- Ebron needs an upgrade to either his run blocking or route running to be a true threat on an every-down basis.
- It's a 10-15 reaches in the red zone like him up on the side opposite Golden Tate III.

DEFENSIVE DEPTH CHART

POS	LAST	FIRST	OVR
DE	Stafford	Matthew	85
DE	Ansah	Ezekiel	90
DE	Jeffcoat	Jason	69
DE	Peko	Haloti	69
DE	Hosley	Tyrunn	70
DE	Hosley	Tyrunn	70

MADDEN NFL 17

Game
Green Bay Packers

GAMEPLAY RATING 88

FRANCHISE RISE STRATEGY

Overall Team Rating: 85
Defense: 82
Offensive Scheme: West Coast
Defensive Scheme: 3-4 Hybrid
Offensive Philosophy: Pro Style
Weaknesses: TE, MLB, CB

2016 TEAM RANKINGS

Offense
31st NFL/ North: (19,813)
Passing Offense: 17th
Rushing Offense: 32nd
Total Offense: (5,284 yds)
Rushing Defense: 21st

Defense
Passing: Avoid Rookies: 1,231
Rushing: Contain: 2,162
Total Defense: (6,793 yds)
Rushes: 3rd Pre-Downs (Qtr, Off)
Sacks: 3rd Pre-Downs (Qtr, Off)
INTs: Interceptor Rampart: 3

KEY ADDITIONS

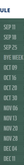
RB: Alex Mathews
LT: Jason Long
KICK: Mason Crosby

KEY ROSTER

QB: Aaron Rodgers
LT: Josh Sitton
LT: Jason Spriggs

COACH

Mike McCarthy
Offense: West Coast
Offensive Philosophy: Pro Style
Defensive Scheme: Attacking 3-4



KEY ROSTER

QB: Aaron Rodgers
LT: Josh Sitton
LT: Jason Spriggs

OFFENSIVE SCOUTING REPORT

- QB Aaron Rodgers is the best QB in football and consistently keeps the Packers in the playoff hunt. While he doesn't have the most physical tools, he has an incredible football IQ and is a master at extending plays with his feet.
- RB Eddie Lacy is an amazingly talent runner who is capable of carrying the offense at times. Take advantage of his talents in the passing game and have him attributes to the secondary and Catch for YAC.
- The WR corners of Jordy Nelson and Randall Cobb is more than road teams can handle. The Packers serve very smart to keep these two together for the majority of the game.

DEFENSIVE SCOUTING REPORT

- The Packers' Redzoning more has paved some strength, but they still have a little work to do. When Julius Peppers is on the field, he is a force to be reckoned with. Opposing offenses will have to account for him on every play.
- RE Mike Daniels is an excellent pass rusher that can penetrate. Support him in the run game with a strong LB like Sam Barrington.
- Why Sam Shields and Demetrious Randall are smart choices to keep looking around the Green Bay Packers. Be on the lookout for these two to be great in coverage.

SCHEDULE

1	SEP 11	1:00PM	PHI	JAGUARS
2	SEP 18	8:30PM	@CHI	VIKINGS
3	SEP 25	1:00PM	@DET	LIONS
4	BYE WEEK			
5	OCT 09	8:30PM	@NYG	GIANTS
6	OCT 16	4:25PM	@DAL	COWBOYS
7	OCT 23	8:25PM	@CHI	BEARS
8	OCT 30	1:00PM	ATL	FALCONS
9	NOV 06	4:25PM	@IND	COLTS
10	NOV 13	1:00PM	TEN	TITANS
11	NOV 20	8:30PM	@WAS	REDSKINS
12	NOV 28	8:30PM	@PHI	EAGLES
13	DEC 04	1:00PM	HOU	TEXANS
14	DEC 11	4:25PM	@SEA	SEAHAWKS
15	DEC 18	1:00PM	CHI	BEARS
16	DEC 24	1:00PM	@MIN	VIKINGS
17	JAN 01	1:00PM	DET	LIONS

KEY PLAYERS

KEY OFFENSIVE PLAYER

AARON RODGERS #12
OVR 96 | AGE 32 | HT 6'2" | WT 225 | 12/21/1983 | California | EXP 11

	50	60	70	80	90	100
OVR 96						
THP 98						
PAC 95						
SAC 96						
MAC 94						

- Make sure to use all of the throw types to take advantage of Rodgers' stunning accuracy!
- Aaron Rodgers is the best overall QB in the game and is capable of running any style of offense.

KEY DEFENSIVE PLAYER

CLAY MATTHEWS #22
OVR 92 | AGE 30 | HT 6'3" | WT 250 | 5/26/1986 | USC | EXP 8

	50	60	70	80	90	100
OVR 89						
SPD 84						
ACC 89						
STR 84						
PMV 86						

- Matthews has a great ability to recognize plays and avoid being fooled out by play-action.
- Learn to line up Matthews at all positions and know that the Packer rotate will pay big dividends.

KEY ROOKIE

KENNY CLARK #97
OVR 73 | AGE 21 | HT 6'4" | WT 296 | 12/1/1994 | UCLA | 2016 ⑱

	50	60	70	80	90	100
OVR 73						
ACC 83						
STR 87						
TAK 76						
CTH 80						

- Clark is a great addition to the defense. The Packers definitely have a great line up, but adding another DT will be key to a championship run.
- Getting used Clark to not so easy feat, but if the ball earner succeeds, Clark has a great Pursuit ability and they won't get far.

KEY SLEEPER

JEFF JANIS #83
OVR 69 | AGE 27 | HT 6'2" | WT 206 | 4/11/1989 | Saginaw Valley | EXP 2

	50	60	70	80	90	100
OVR 71						
SPD 92						
ACC 92						
AGI 93						
CTH 80						

- Janis will need some upgrades to route running, but he could be a nice player to count on for RR rating.
- Janis is 6'2" with a 40 rating. If anyone can get him the ball in a good spot, it's Aaron Rodgers.

DEFENSIVE DEPTH CHART

No.	Player	OVR
QB	Rodgers	96
QB	Boyd	71
QB	Coleman	62
HB	Eddie	83
HB	James	75
HB	John	67
HB	Rushdan	64
HB	Don	61
HB	Aaron	60
WR	Jordy	88
WR	Randall	85
WR	Davante	76
WR	Jeff	69
WR	Ty	67
WR	Jared	65
WR	Trevor	64
TE	Ebron	75
TE	Jared	69
TE	Richard	66
TE	Mitchell	64
TE	Justin	63
TE	Kennard	61
LT	Josh	84
LT	David	78
LT	Jason	72
LT	Jason	69
LG	Lane	84
LG	Josh	81
LG	Taylor	67
C	Corey	84
C	Tyler	76
C	Jacob	74
RG	Lucas	72
RG	Josh	68
RG	Micah	67
RG	Kyle	65

No.	Player	OVR
RT	Bryan	76
RT	Derek	74
RT	Jeff	72
RT	Corey	71
RT	Andrew	70
RT	Mike	69
RT	Dominick	68
LE	Clay	92
LE	Jayrone	84
LE	Kyle	74
LE	Bernard	71
LE	Sam	70
LE	Jack	69
LE	Joe	68
LE	Carl	67
NLB	Blake	87
NLB	Julius	84
NLB	Nick	76
NLB	Lawrence	74
NLB	Reggie	72
NLB	Sam	71
CB	Damarious	84
CB	Quinten	76
CB	Damarious	74
CB	LaMarcus	72
CB	Josh	71
CB	Marwin	70
FS	Ha Ha	84
FS	Micah	76
FS	Morgan	74
FS	Chris	72
FS	Kentrell	71

SPECIAL TEAMS

No.	Player	OVR
K	Mason	74
P	Tim	71

No.	Player	OVR
K	Crosby	81
P	Hundley	74

BEST OFFENSIVE PLAYS

BEST RUN: GUN DOUBLES FLEX WING + 40 DIVE

RUNNING PLAYS

RB SHOTGUN	RB I RIGHT	RB I LEFT	SHOTGUN	RB I RIGHT	RB I LEFT
Shotgun Trips Gun Doubles - Off Tackle	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Off Tackle	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap
Singleback Ace - HB Dive	Open Zone - Inside Run	Open Zone - Inside Run	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap
Singleback Ace - HB Dive	I Zone Dive - FB Dive	I Zone Dive - FB Dive	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap	Shotgun Trips Gun Doubles - Trap

BEST PASS: GUN PACK TRIPS + FOUR VERTICALS

PASSING PLAYS

RB SHOTGUN	RB I RIGHT	RB I LEFT	SHOTGUN	RB I RIGHT	RB I LEFT
Singleback Ace - Y Wheel	Trips Gun - Y Wheel	Trips Gun - Y Wheel	Shotgun Trips Gun - Mesh	Shotgun Trips Gun - Mesh	Shotgun Trips Gun - Mesh
Singleback Ace - Four Verts	Trips Gun - Four Verts	Trips Gun - Four Verts	Shotgun Trips Gun - Four Verts	Shotgun Trips Gun - Four Verts	Shotgun Trips Gun - Four Verts
Singleback Ace - Double Slant	Trips Gun - Trail Flood	Trips Gun - Trail Flood	Shotgun Trips Gun - Flood	Shotgun Trips Gun - Flood	Shotgun Trips Gun - Flood

BEST DEFENSIVE PLAYS

BEST RUN D: NICKEL 3-3-5 WIDE + MIKE BLITZ D

BEST PASS D: 3-4 DIME 3-3-5 WILL + COVER 4 DROP

RUN DEFENSE

NICKEL	NICKEL BLITZ	NICKEL	NICKEL BLITZ	NICKEL	NICKEL BLITZ
3-3 Nickel - Mike Blitz	3-3 Nickel - Mike Blitz	3-4 Dime - Double Edge D	3-4 Dime - Double Edge D	Nickel 3-3-5 Wide - Mike Blitz	Dime 1-4-1 Double Edge D
3-3 Nickel - Mike Blitz	3-3 Nickel - Mike Blitz	3-4 Dime - Double Edge D	3-4 Dime - Double Edge D	Nickel 3-3-5 Wide - Mike Blitz	Dime 1-4-1 Double Edge D

PASS DEFENSE

NICKEL	NICKEL BLITZ	NICKEL	NICKEL BLITZ	NICKEL	NICKEL BLITZ
3-3 Nickel - Cover 3	3-3 Nickel - Cover 3 Blitz	3-4 Dime - Cover 4 Drop	3-4 Dime - Cover 4 Drop	Nickel 3-3-5 Wide - Cover 3	Dime 1-4-1 Cover 4
3-3 Nickel - Cover 4	3-3 Nickel - Cover 4 Drop	3-4 Dime - Cover 6	3-4 Dime - Cover 6	Nickel 3-3-5 Wide - Cover 4	Dime 1-4-1 Cover 6

PRIME
PLAYBOOKS

EA SPORTS MADDEN NFL 17

Carolina Panthers

GAMEPLAY RATING

88

FRANCHISE MODE STRATEGY

Overall Team Rating: 88
Team Salary: $143.7M
Offensive Scheme: Multi-purpose Offense
Defensive Scheme: 4-3 Multi-purpose
Strengths: QB, TE, OT, S
Weaknesses: RT, CB, LB

2016 TEAM RANKINGS

1st NFC | Eight (10-3) | 11-5
Scoring: 1st | 31.3 PPG
Passing Offense: 2nd
Rushing Offense: 16th
Passing Defense: 5th
Rushing Defense: 5th

2015 TEAM LEADERS

Passing: Cam Newton: 3,837
Rushing: Jonathan Stewart: 989
Receiving: Ted Ginn Jr.: 739
Sacks: Kony Ealy: 12.5
DT: Star Lotulelei

KEY ADDITIONS

NOLB: Thomas Davis Sr.
DT: Kawann Short
DT: Paul Soliai

KEY MISSES

DT: Dwan Edwards
LOT: Jeremy Bushrow
C: Ryan Kalil

COACH

Ron Rivera
Offensive Scheme: Balanced Offense
Defensive Scheme: Attacking 4-3

OFFENSIVE SCOUTING REPORT

- With the Panthers returning all five starters on the offensive line and Cam Newton with the ability to utilize a unique versatile, Derek Anderson is a decent backup who can spell Newton, but you should focus on keeping him upright and off-field injury.
- WR Jonathan Stewart has a unique blend of strength and acceleration that makes him a good back for the Panthers' offense. He's a solid receiver out of the backfield and has the ability to break tackles and get the most out of his carries. Stewart is a solid backup who can spell Newton and Williams.
- The Panthers have a true #1 WR in Kelvin Benjamin. He's a threat in the red zone with a 6'5" frame and a 37 1/2" vertical. Benjamin is a dominant receiver who can win 50/50 balls and is a threat after the catch. Ted Ginn Jr. is a solid deep threat for QB Cam Newton, everyone else has Ginn's speed, but you can't throw it to him over-the-top like you want to take over. At TE, Greg Olsen is the best target you have for this team. He's also a solid run blocker.

DEFENSIVE SCOUTING REPORT

- The Panthers' defensive line is very talented across the board. Players like Star Lotulelei will stuff the run while Kawann Short will get pressure on the QB.
- Thomas Davis is the veteran MLB for the Panthers. He's a solid player who can blitz and shoot gaps to football. He'll be one of our favorite players, however, in Thomas Davis, who has been playing at a high level for years now. He has experience and knows how to get to the football. Davis is a solid player who can be a leader that will thrive on rookie Shaq Thompson. Both can cover and get to the QB.
- The Panthers' secondary is actually pretty solid for a player who likes to see zone coverage. The Bucket is a dependable corner who can play in man or zone coverage. Josh Norman is a shutdown corner who can play anywhere. While starting Ellis might not be a household name yet, they both have great size and should be real solid in either Tampa 2 or zone blitz.

SCHEDULE

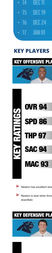
1	SEP 08	8:30*		BRONCOS
2	SEP 18	1:00*	FOX	@49ERS
3	SEP 25	1:00*	FOX	VIKINGS
4	OCT 02	1:00*	FOX	@FALCONS
5	OCT 09	8:30*	ESPN	BUCCANEERS
6	OCT 16	1:00*	FOX	@SAINTS
	BYE WEEK			
8	OCT 30	4:25*	FOX	CARDINALS
9	NOV 06	4:05*	FOX	@RAMS
10	NOV 13	1:00*	FOX	CHIEFS
11	NOV 20	8:25*	FOX	@SAINTS
12	NOV 27	4:25*	FOX	RAIDERS
13	DEC 04	8:30*	ESPN	@SEAHAWKS
14	DEC 11	1:00*	FOX	@CHARGERS
15	DEC 18	1:00*	FOX	REDSKINS
16	DEC 24	1:00*	FOX	@FALCONS
17	JAN 01	1:00*	FOX	BUCCANEERS

KEY PLAYERS

KEY OFFENSIVE PLAYER

CAM NEWTON — QB

HT: 6'5" | WT: 245lb | Auburn | EXP: 5



- Newton has excellent strength, agility, and accuracy, which allow him to be a threat in the pocket.
- Newton's best when throwing passes between 20 and 40 yards, as look to use TDs and INTs on passing routes between.

KEY DEFENSIVE PLAYER

LUKE KUECHLY — MLB

HT: 6'3" | WT: 237lb | Boston College | EXP: 4

- Exactly will get himself in position to make big plays for your defense consistently.
- He's a good player that has a lot of developing. And in this role he proves to be game-to-win more turnovers.

KEY ROOKIE

VERNON BUTLER — DT

HT: 6'4" | WT: 323lb | Alabama | Ovr: 68 | EXP: R

- Butler is extremely talented and has a high Pursuit rating, which will come in handy against the outside run.
- Vernon has a great Power Moves rating, which makes him to get through the line and put pressure on the passer.

KEY SLEEPER

DEVIN FUNCHESS — WR

HT: 6'3" | WT: 225lb | Michigan | EXP: 2

- Funchess is a great complement to Kelvin Benjamin and can hopefully relieve some pressure, opposite him in Carolina's Traffic and Route Running ratings.
- With an developing the DT Funchess over Stephen Hill, because there's more long term upside.

DEFENSIVE DEPTH CHART

POS	LAST	FIRST
LE	Anderson	TK
DE	Wilkie	Dwan
RE	Stewart	Bill
NT	Allen Pierce	Star
DT	Whitener	Kony
DT	Short	Kawann
DT	Tillett	Paul
SAM	Beason	Jon
MIKE	Kuechly	Luke
WILL	Davis Sr.	Thomas
CB	Munnerlyn	Captain
CB	Norman	Josh
CB	Bradberry	TK
CB	Worley	Daryl
FS	Richardson	Tre
SS	Coleman	Kurt
SS	Clark	Colin
FS	Ball	Mike
FS	Boston	Tre
SS	Robinson	Eric
SS	Harrison	Dion

OFFENSIVE DEPTH CHART

POS	LAST	FIRST
QB	Anderson	Derek
QB	Weeden	Brandon
RB	Stewart	Jonathan
RB	Artis-Payne	Cameron
RB	Whitaker	Fozzy
RB	Tolbert	Mike
RB	Fluker	D.J.
WR	Benjamin	Kelvin
WR	Ginn Jr.	Ted
WR	Funchess	Devin
WR	Hartline	Brian
WR	Shepherd	Damiere
TE	Olsen	Greg
TE	Ginwright	Ed
TE	Sandland	Brandon
TE	Simmons	Chris
TE	Jansen	Ben
LT	Clabo	Michael
LT	Flowers	Trai
LT	Gaskins	Daniel
LG	Norfleet	Amini
LG	Turner	Tyler
LG	Kalil	Ryan
C	Gradkowski	Trai
C	Pamon	Tyler
RG	Turner	Trai
RG	Scott	Chris
RG	Clemmings	Darrion
RT	Remmers	Mike
RT	Williams	Taylor

DEFENSIVE DEPTH CHART

POS	LAST	FIRST
LE	Johnson	Ed
LE	Kuntz	Kyle
LE	Mathis	Ashtyn
DE	Lotulelei	Star
DE	Short	Kawann
DE	Poe	Dontari
DE	Soliai	Paul
DE	Tillett	Kony
DE	Lotulelei	Star
DE	Short	Kawann
DE	Poe	Dontari
DE	Soliai	Paul
DE	Tillett	Kony
SAM	Beason	Jon
MIKE	Kuechly	Luke
WILL	Davis Sr.	Thomas
WILL	Allen	Shaq
WILL	Davis Sr.	Thomas
CB	Munnerlyn	Captain
CB	Norman	Josh
CB	Bradberry	TK
CB	Worley	Daryl
CB	Richardson	Tre
CB	Harrison	Dion
CB	Williams	Ed
FS	Tillery	Cole
FS	Coleman	Kurt
FS	Clark	Colin
FS	Ball	Mike
FS	Boston	Tre
SS	Robinson	Eric
SS	Harrison	Dion

SPECIAL TEAMS

POS	LAST	FIRST
K	Graham	Graham
P	Allen	Buffalo
LS	Hartline	Brian

BEST OFFENSIVE PLAYS

BEST RUN: GUN TREY Y PLUS – OUTSIDE ZONE

RUNNING PLAYS

RUN GAME	RUN GAME	RUN GAME	RUN GAME	RUN GAME	RUN GAME
Gun Wide Right Trey Y Plus – Outside Zone	Gun Wide Right Trey Y Plus – Power	Gun Trey Y Plus – Counter Trey	Gun I Trey Y Plus – Iso	Gun Trey Y Plus – Power	Gun Trey Y Plus – Split Zone
Gun Wide Right Trey Y Plus – Split Zone	Gun Trey Y Plus – Counter Trey	Gun I Trey Y Plus – Power	Gun I Trey Y Plus – Outside Zone	Singleback Bunch Trey Y Plus – Power	Offset I Trey Y Plus – Outside Zone
Offset I Trey Y Plus – Split Zone	Gun Trey Y Plus – Outside Zone	Gun Trey Y Plus – Iso	Shotgun Y Normal – Read Option	Shotgun Y Normal – Power Option	

BEST PASS: SINGLEBACK TIGHT SLOTS – PA POINTHER POST

PASSING PLAYS

PASS GAME	PASS GAME	PASS GAME	PASS GAME	PASS GAME	PASS GAME
Singleback Tight Slots – PA Pointher Post	Gun Trio – Curl/Flat	Gun Trio – Flood	Gun Trio – Y Cross	Gun Trio – Y Cross Choice	Gun Trio – Double Post
Singleback Tight Slots – Curl/Flat	Gun Trio – Smash	Offset I Trey – Y Cross	Gun Trio – Double Post	Gun Trio – Y Cross Choice	Gun Trio – Flood
Singleback Tight Slots – Smash	Gun Trio – Y Cross	Offset I Trey – Flood	Gun Trio – Curl/Flat	Gun Trio – Flood	Gun Trio – Curl/Flat
Singleback Tight Slots – Y Cross	Gun Trio – Double Post	Offset I Trey – Curl/Flat	Gun Trio – Smash	Gun Trio – Curl/Flat	Gun Trio – Smash

BEST DEFENSIVE PLAYS

BEST RUN: 5-3 I NORMAL – FIRE ZONE 2

RUN DEFENSE

RUN DEFENSE	RUN DEFENSE	RUN DEFENSE	RUN DEFENSE	RUN DEFENSE	RUN DEFENSE
4-3 Normal – Fire Zone 2	4-3 Cover 1 Robber – Fire Zone 2	4-3 Normal – Cover 3 Seam	4-3 Cover 3 Double – Cover 3 Seam	Nickel Normal – Cover 3 Seam	Nickel Odds 2 – Cover 3 Seam
4-3 Normal – Cover 3 Seam	4-3 Cover 1 Robber – Solo	4-3 Normal – Solo	4-3 Cover 3 Double – Solo	Nickel Normal – Solo	Nickel Odds 2 – Solo

BEST PASS: BOLLAS 3-3-5 – COVER 4 QB EDITION

PASS DEFENSE

PASS DEFENSE	PASS DEFENSE	PASS DEFENSE	PASS DEFENSE	PASS DEFENSE	PASS DEFENSE
4-3 Normal – Cover 4 Quarters	4-3 Cover 2 Man – Solo	4-3 Normal – Cover 2 Man	4-3 Cover 3 Double – Cover 2 Man	Nickel Normal – Cover 2 Man	Nickel Odds 2 – Cover 2 Man
4-3 Normal – Cover 2 Man	4-3 Cover 2 Man – Cover 4 Quarters	4-3 Normal – Cover 4 Quarters	4-3 Cover 3 Double – Cover 4 Quarters	Nickel Normal – Cover 4 Quarters	Nickel Odds 2 – Cover 4 Quarters

EA SPORTS MADDEN NFL 17

Name:
New England Patriots

GAMEPLAY RATING

90

FRANCHISE HOME STRATEGY

Overall Team Rating: 87
Offense: 88
Defense: 86
Offensive Scheme: Balanced Offense
Defensive Scheme: Hybrid Defense
Specialists: 84, 86, 75
Roster Continuity: 100

2016 TEAM RANKINGS

1st NFL Eight (13-4-0)
1st Passing Offense: 338
Rushing Offense: 109
Passing Defense: 196
Rushing Defense: 88

2016 TEAM LEADERS

Passing: Tom Brady, 4,770
Rushing: LeGarrette Blount, 1,161
Receiving: Rob Gronkowski, 1,176
Sacks: Jabaal Sheard, 10.5
Tackles: Dont'a Hightower, 113
INTS: Logan Ryan, 5

KEY ADDITIONS

WR Brandin Cooks
CB Stephon Gilmore

KEY ROOKIES

CB Cyrus Jones
RB Dion Lewis
QB Jacoby Brissett

COACH

Bill Belichick
Career: 0
Offensive Scheme: Balanced Offense
Defensive Scheme: Hybrid Defense

OFFENSIVE SCOUTING REPORT

- The Patriots will be in the hunt for a Super Bowl every year that Tom Brady is the starting QB. Start looking to Jimmy Garoppolo, who will be the next man up when the inevitable decline in Brady's game begins.
- The Patriots have what seems like a permanent backlog, but all the players are there for a specific reason. Know how to use Rob Gronkowski, Julian Edelman, and Dion Lewis in the passing game while having Blount as your bell cow ground runner. You never know who is going to face the most key points.
- The Patriots' receiving corps really came on strong during their Super Bowl run. WR Julian Edelman proved he is a premier talent, while Chris Hogan and Danny Amendola are solid options. Some quick slant-and-go routes with consecutive catches from them in time, as far as the key for offense.

DEFENSIVE SCOUTING REPORT

- All Bill Belichick defenses are built around the defense's ability to line up anywhere in what really makes the hybrid front possible.
- The Patriots took a few drafts to build the cast, and it's now one of the most versatile in football. MLB Jamie Collins is an athlete from one play coverage in cash the passer at a high level.
- The Patriots' secondary was one of the best in football last season, and it's thanks to the young talent to step up. Malcolm Butler is a ball hawk who can play anywhere in the defense, and they have promising young talent like Super Bowl hero Malcolm Butler.

SCHEDULE

1	SEP 08	8:30P	@	CARDINALS
2	SEP 18	1:00P	@	DOLPHINS
3	SEP 25	1:00P	vs	TEXANS
4	OCT 02	1:00P	@	BILLS
5	OCT 09	1:00P	vs	BROWNS
6	OCT 16	1:00P	@	BENGALS
7	OCT 23	4:25P	vs	STEELERS
8	OCT 30	1:00P	@	BILLS
9	BYE WEEK			
10	NOV 13	8:30P	@	SEAHAWKS
11	NOV 20	4:25P	vs	49ERS
12	NOV 27	8:30P	vs	JETS
13	DEC 04	1:00P	FIRE	RAMS
14	DEC 12	8:30P	DAYS	RAVENS
15	DEC 18	4:25P	@	BRONCOS
16	DEC 24	1:00P	@	JETS
17	JAN 01	1:00P	vs	DOLPHINS

KEY PLAYERS

KEY OFFENSIVE PLAYER

ROB GRONKOWSKI 97

TE | 6'6" | 265 | 2010 | Arizona | 137 lb

	50	60	70	80	90	100
OVR 99						
SPD 84						
STR 88						
CIT 98						
SPC 94						

KEY RATINGS

- Drive will be able to run most defenders in the secondary with an 88 Trucking rating.
- Catch in a tight spot is decent, as keep knowledge in the front if you plan to pound the rock.

KEY DEFENSIVE PLAYER

DEVIN MCCOURTY 32

S | 6'0" | 210 | 2009 | Rutgers | 137 lb

	50	60	70	80	90	100
OVR 91						
SPD 90						
ZOV 89						
MCV 81						
PRC 87						

KEY RATINGS

- The combination of speed, zone coverage, and play recognition separates McCourty from almost every other safety in the game.
- Spend as many off-ice reps in strength and training, everything else is already up to par.

KEY ROOKIE

CYRUS JONES 24

S | 6'0" | 199 | 2016 | Ole Miss | 137 lb

	50	60	70	80	90	100
OVR 71						
SPD 90						
ACC 91						
AGI 91						
PUR 78						

KEY RATINGS

- Don't let his overall score fool you, Jones is a fitted safe both man and zone coverage talent. With a 91/overall rating of 78 in the key areas of Acceleration and Agility, he can play anywhere in the defense.
- Jones is rather balanced, so don't be afraid to play him in any of the CB slots.

KEY SLEEPER

BRANDON BOLDEN 38

LB | 6'0" | 236 | 2016 | Ole Miss | 137 lb

	50	60	70	80	90	100
OVR 72						
ACC 86						
AGI 86						
CAR 85						

KEY RATINGS

- Bolden had a few season last year, and he may be the number three back this season. Consider giving him the chance to show you he is still worthy of the #2 role.
- Because of a Carrying rating of 85, holding onto the ball shouldn't be an issue.

DEFENSIVE DEPTH CHART

POS	PLAYER	AGE	OVR
DE	Jones	Minnesota	31
DE	Landry	Boston	32
DE	Ridgeway	Arizona	33
DE	Shaq	Lewis	34
DE	Sheard	Syracuse	35
DE	Jenkins	White	73
DE	Brandon	Auburn	74
DE	D.J.	Fowler	94
DE	Jones	Washington	95
DE	Kelvin	Clemson	71
DE	Matthew	Baker	72
DE	Keshawn	Martin	96
DE	Malcolm	Mitchell	97
DE	Dixon	Lowell	63
DE	Trey	Greenawalt	64
DE	Mandeno	Bennett	65
DE	Michael	Hilliard	75
DE	Clay	Harbor	76
DE	Cameron	Fleming	77
DE	Nicholas	Petit-Frere	78
DE	Joe	Thuney	79
DE	Chris	Barker	80
DE	Jacob	Kline	81
DE	Ryan	Stork	82
DE	Daniel	Andrews	71
DE	Jonathan	Cooper	72
DE	Tim	Jackson	73
DE	Antonio	Kemp	74
DE	Sebastian	Vollmer	83
DE	Marcus	Wheeler	84
DE	Hobson	Wilkin	99

OFFENSIVE DEPTH CHART

POS	PLAYER	AGE	OVR
LT	Cline	Long	77
LG	Frank	Hoover	69
OT	Allen	Branch	77
OT	Watson	Brown	75
OT	Jon	Vellano	75
OT	Markus	Kuhn	67
OT	Vincent	Valentine	67
OT	Wilson	Wilson	68
RG	Theo	Flowers	68
RG	Gerhart	Clement	68
LG/LE	Rob	Newsworth	82
RG/RT	Kelvin	Dragan-Hill	83
MLB	Jamie	Collins	88
MLB	Jonathan	Freeny	89
MLB	Ramon	Humber	88
MLB	Marcel	Reed	89
ROLB	Dont'a	Hightower	90
ROLB	Shea	McClellin	77
ROLB	Rufus	Johnson	85
CB	Malcolm	Butler	90
CB	Logan	Ryan	84
CB	Cyrus	Jones	71
CB	P.J.	Riggers	75
CB	Justin	Coleman	76
CB	Darryl	Roberts	84
FS	Jonathan	Jones	87
FS	Devin	McCourty	91
FS	Brock	Vereen	90
FS	Jordan	Richards	88
SS	Patrick	Chung	89
SS	Duron	Harmon	75
SS	Nate	Ebner	83

SPECIAL TEAMS

POS	PLAYER	AGE	OVR
K	Gostkowski		86
P	Allen		75

BEST OFFENSIVE PLAYS

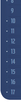
BEST RUN: SINGLEBACK ACE OVERLOAD - HB STRETCH

FB SLOT	HB SLOT	WR SLOT	WR SLOT	WR SLOT	WR SLOT
Fullback Lead Block Right	Right Halfback Stretch	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route
Block Right	Stretch Right	Run Right	Run Right	Run Right	Run Right

RUNNING PLAYS

FB SLOT	HB SLOT	WR SLOT	WR SLOT	WR SLOT	WR SLOT
Singleback Tight Trips Right	Right Halfback Stretch	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route
Block Right	Stretch Right	Run Right	Run Right	Run Right	Run Right

BEST PASS: SINGLEBACK TIGHT SLOTS – PA PANTHER POST



FB SLOT	HB SLOT	WR SLOT	WR SLOT	WR SLOT	WR SLOT
Singleback Tight Trips Right	Wheel Route - Right	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route	Slant / Hitch Route
Pass Protection	Flare Route - Right	Post Route - Right	Post Route - Right	Post Route - Right	Post Route - Right

PASSING PLAYS

FB SLOT	HB SLOT	WR SLOT	WR SLOT	WR SLOT	WR SLOT
Singleback Tight Trips Right	Wheel Route - Right	Curl Route - Right	Curl Route - Right	Curl Route - Right	Curl Route - Right
Pass Protection	Flare Route - Right	Post Route - Right	Post Route - Right	Post Route - Right	Post Route - Right

BEST DEFENSIVE PLAYS

BEST RUN D: 34-DOG – PINCH HOSS 3

DE SLOT	DE SLOT	DE SLOT	DE SLOT	MLB SLOT	MLB SLOT
Block Right	DE Block - Charge A Gap	DE Block - Contain	DE Block - Contain	Block MLB Contain Right	Block MLB Contain Right
DE Rush - Contain Right	DE Rush - Charge A Gap	DE Contain - Contain	DE Contain - Contain	Block MLB Contain Right	Block MLB Contain Right

BEST PASS D: 3-3 DOG – COVER 2 HARD FLAT

RUN DEFENSE

DE SLOT	DE SLOT	DE SLOT	DE SLOT	MLB SLOT	MLB SLOT
DE Block - Contain Right	DE Block - Contain Right	DE Block - Contain	DE Block - Contain	Block MLB Contain Right	Block MLB Contain Right
DE Rush - Contain Right	DE Rush - Charge A Gap	DE Contain - Contain	DE Contain - Contain	Block MLB Contain Right	Block MLB Contain Right

PASS DEFENSE

DE SLOT	DE SLOT	DE SLOT	DE SLOT	MLB SLOT	MLB SLOT
DE Rush - Contain Right	DE Rush - Charge A Gap	DE Contain - Contain	DE Contain - Contain	Block MLB Contain Right	Block MLB Contain Right
DE Rush - Contain Right	DE Rush - Charge A Gap	DE Rush - Pre-Snap	DE Rush - Pre-Snap	Block MLB Contain Right	Block MLB Contain Right

EA SPORTS MADDEN NFL 17

Oakland Raiders

GAMEPLAY RATING

FRANCHISE HUB STRATEGY

Overall Team Rating: 85
Offense: 84
Offensive Line: 83 (Improved Offense)
Offensive Skill: 85 (Improved Offense)
Defense: 85
Attack/Defense: 1-6, Ave 3.5

2016 TEAM RANKINGS

Overall: 12
1st NFC West (11-5)
Rushing Offense: 10th
Passing Offense: 20th
Rushing Defense: 6th
Passing Defense: 13th

2016 TEAM LEADERS

Passing: Derek Carr, 3,987
Rushing: Latavius Murray, 1,066
Receiving: Amari Cooper, 1,070
Tackles: Malcolm Smith, 101
Sacks: Khalil Mack, 11
INTs: Charles Woodson, 5

KEY ADDITIONS

LB Sean Smith
DT Jihad Ward
FS Reggie Nelson
RB Jalen Richard

KEY ROSTER

LB Khalil Mack
OVR 94

COACH

Jack Del Rio
Age: 54
Offensive Scheme: Balanced Offense
Defensive Scheme: Multiple

OFFENSIVE SCOUTING REPORT

- QB Derek Carr is getting better and is showing promise to have his best season yet again this year. Continue to develop his Deep Accuracy ability on the long and mid-level throws to help his rating.
- The Raiders fans have soured on their wide receiver selection in the second round, but can't find their rushing attack, which was ranked 10th in the league last year. Amari Cooper has the ability to be the #1 receiver and is worthy of the #4 overall pick he was drafted with.
- The Raiders don't have much stability in their WR corps, but running Michael Crabtree and now Amari Cooper with a number of experienced receivers. Seth Roberts and Andre Holmes are also in the mix to battle during the dynamic of the offense. Don't forget about Marshawn Lynch. The fact that he's around to FB is the game, as that lesser ways to get him touches.

DEFENSIVE SCOUTING REPORT

- LB Khalil Mack is the pass rusher of the bunch on the defensive line. On the other side, allow RE Mario Edwards to develop his pass rushing skills. Continue to develop Jihad Ward and Shilique Calhoun as the DE depth.
- The Raiders showed that they made a good decision with LB Khalil Mack. Continue to get him on the field no matter what the situation is and continue to use him as a pass rusher.
- The Raiders have an extremely young secondary with some solid talent on the corners. Shine FS Reggie Nelson to be the veteran leader and develop the youngsters his name.

SCHEDULE

1	SEP 11	1:00P	@MIA	SAINTS
2	SEP 18	4:25P	@	FALCONS
3	SEP 25	1:00P	@	TITANS
4	OCT 02	1:00P	@	RAVENS
5	OCT 09	4:25P	@	CHARGERS
6	OCT 16	4:05P	@	CHIEFS
7	OCT 23	1:00P	@	JAGUARS
8	OCT 30	1:00P	@	BUCCANEERS
9	NOV 06	8:30P	@	BRONCOS
10	BYE WEEK			
11	NOV 13	8:30P	@SFO	TEXANS
12	NOV 27	4:25P	@	PANTHERS
13	DEC 04	4:05P	@	BILLS
14	DEC 08	8:25P	@	CHIEFS
15	DEC 18	4:25P	@	CHARGERS
16	DEC 24	4:05P	@	COLTS
17	JAN 01	4:25P	@	BRONCOS

KEY PLAYERS

KEY OFFENSIVE PLAYER

MARCEL REECE #45

TE/HB | OVR 77 | DEV Normal | Washington | 6'4 | 245

- The value you get from a player like Reece is up to the play caller. Don't forget to call him in at TE and even RB sometimes to get him the ball.
- Reece is like a Swiss army knife and can be used in many different ways.

KEY DEFENSIVE PLAYER

KHALIL MACK #52

MLB | DEV X-FACTOR | Buffalo | 6'3 | 250

- Block is an incredible team trait for the linebackers with the Raiders' scheme. Now he's to be the centerpiece of your defense.
- Keep working on the play recognition for Khalil Mack so he learns and be able to use his speed against him with play recognition.

KEY ROOKIE

KARL JOSEPH #42

FS | DEV Star | Boise State | 6'0 | 208

- Why the loss of Charles Woodson, the Raiders need some help in the secondary and Joseph has the room to learn and be pressed as an instant replacement.
- Joseph has the agility to stay with any pass catcher or adjustments you make.

KEY SLEEPER

ROY HELU #28

HB | DEV Normal | Nebraska | 5'10 | 215

- Speed more than upgrading from Darren Sproles and Taiwan Jones. Helu can be a short yardage option.
- If more on upgrading Helu's Awareness rating. He has the talent to be a great back, but may need more training on when to be in key situations.

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Khalil Mack	94
DE	Connor Cook	72
DE	Matt Ioannidis	68
NT	Lakeiros Manley	61
NT	Eric Pinz	70
NT	Taiwan Jones	73
NT	DeAndre Washington	82
NT	George Atkinson III	64
RE	Jihad Ward	72
RE	Marcel Reece	86
RE	Amari Cooper	83
WR	Michael Crabtree	83
WR	Andrew Holmes	73
WR	Seth Roberts	72
WR	Johnny Holton	64
WR	Max McCaffrey	63
WR	A.J. Bond	62
WR	Nathan Palmer	60
LT	Kelvin Beachum	84
LT	Donald Penn	87
LT	Matthew McCrane	71
LG	Gabe Jackson	83
LG	Joe Barksdale	77
LG	Denzelle Good	67
RG	Kelechi Osemele	86
RG	Vadal Alexander	80
RT	Austin Howard	80
RT	Jeremiah Sirles	73

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Khalil Mack	94
LE	Shilique Calhoun	72
DT	Dan Williams	84
DT	Justin Ellis	77
DT	Jihad Ward	72
DT	Denico Autry	72
DT	Darius Latham	68
RE	Mario Edwards Jr.	76
RE	Dominique Moore	68
LOLB	Aldon Smith	84
LOLB	Khalil Mack	94
LOLB	Bruce Irvin	81
LOLB	Nicholas Morrow	68
MLB	Malcolm Smith	71
MLB	Ben Heeney	70
MLB	Darien Rencher	61
ROLB	Perry Riley	69
ROLB	Sean Smith	68
ROLB	Cassius Marsh	68
CB	Travis Carrie	73
CB	Keith Pough	72
CB	Neiko Thorpe	68
CB	Antonio Hamilton	67
CB	Dexter McDonald	61
FS	Reggie Nelson	87
FS	Obi Melifonwu	67
FS	Jihad Ward	72
SS	Karl Joseph	76
SS	Keith McDonald	65
SS	Brandian Ross	63
SS	Chris Jones	61

SPECIAL TEAMS

POS	NAME	OVR
K	Sebastian Janikowski	75
P	Marquette King	82
LS	Jon Condo	60

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK DUOSHIFT – HB SLAM

BEST PASS: RUN ACE TWINS OFFSET – POSTS

SPECIAL TEAMS

BEST DEFENSIVE PLAYS

BEST RUN: 3-4 DOG – PINCH DOG R

BEST PASS: 3-4 DOG – COVER 6 DROP SHOW 2

RUN OFFENSE

2-0 Pair - Wing	2-0 Under - Wing	2-0 Base - Power	2-0 Split Close G & C	Heavy Set - G Wham	Heavy Set - G Wham
2-0 Trips - Wing	2-0 Under - Power Weak	2-0 Base - Power Weak	Goal Line G & C	Heavy Set - G Wham Weak	Heavy Set - G Wham Weak
2-0 Trips - Wing Weak	2-0 Under - Power	2-0 Base - Counter Trey	Goal Line G & C Weak	Heavy G & C Wham	Heavy G & C Wham Weak

BEST PASS: 3-1 WIDE – COVER 6 DROP SHOW 2

RUN DEFENSE

3-4 Dog	3-4 Dog	3-4 Dog	3-4 Dog	3-4 Dog	3-4 Dog
3-4 Dog - Wing	3-4 Dog - Wing	3-4 Dog - Wing	3-4 Dog - Wing	3-4 Dog - Wing	3-4 Dog - Wing
3-4 Dog - Wing Weak	3-4 Dog - Wing Weak	3-4 Dog - Wing Weak	3-4 Dog - Wing Weak	3-4 Dog - Wing Weak	3-4 Dog - Wing Weak

PASS DEFENSE

2-0 Man - Wing	2-0 Man - Wing	2-0 Man - Wing	2-0 Man - Wing	2-0 Man - Wing	2-0 Man - Wing
2-0 Man - Wing Weak	2-0 Man - Wing Weak	2-0 Man - Wing Weak	2-0 Man - Wing Weak	2-0 Man - Wing Weak	2-0 Man - Wing Weak
2-0 Trips - Wing	2-0 Trips - Wing	2-0 Trips - Wing	2-0 Trips - Wing	2-0 Trips - Wing	2-0 Trips - Wing
2-0 Trips - Wing Weak	2-0 Trips - Wing Weak	2-0 Trips - Wing Weak	2-0 Trips - Wing Weak	2-0 Trips - Wing Weak	2-0 Trips - Wing Weak

PASS DEFENSE

2-0 Cover 2 Man	2-0 Cover 2 Man	2-0 Cover 2 Man	2-0 Cover 2 Man	2-0 Cover 2 Man	2-0 Cover 2 Man
2-0 Cover 2 Man - Wing	2-0 Cover 2 Man - Wing	2-0 Cover 2 Man - Wing	2-0 Cover 2 Man - Wing	2-0 Cover 2 Man - Wing	2-0 Cover 2 Man - Wing
2-0 Cover 2 Man - Wing Weak	2-0 Cover 2 Man - Wing Weak	2-0 Cover 2 Man - Wing Weak	2-0 Cover 2 Man - Wing Weak	2-0 Cover 2 Man - Wing Weak	2-0 Cover 2 Man - Wing Weak

EA SPORTS MADDEN NFL 17

Game
Los Angeles Rams

GAMEPLAY RATING 85

FRANCHISE MODE STRATEGY

Overall Team Rating: 79
Offense: 77
Defense: 81
Offensive Scheme: Vertical Offense
Defensive Scheme: 3-4 Hybrid
Strength: WR, K, P, DL
Weakness: OL, LB

2016 TEAM RANKINGS

Points Scored per Game
Passing Offense: 32nd
Rushing Offense: 32nd
Total Offense: 32nd
Points Allowed per Game
Total Defense: 28th
Sacks: Aaron Donald, 11

KEY QUESTIONS

Will Jared Goff take a step forward in his 2nd season. Otherwise, keep focusing on building the youth on the defensive line. The many years of talent builder up long term with Robert Quinn and Aaron Donald.

Will Jared Goff become a world-class talent on the rookie of the defense, but look to build more depth behind him. Todd Gurley is a stud, but he's coming off a major knee injury. Can he stay healthy? Can the offensive line stay healthy?

The Rams' QBs ranked in more than one category. Can the rest of your defense help them control a game. The Arizona Cardinals' 3 Drive might be a perfect scheme to help quarterbacks early in the game. A.J. Guarano and Lamarcus Joyner should be solid against wide-outs.

KEY INJURIES

QB Jared Goff
WR Kenny Britt
TE Tyler Kroft (Hamstring)

COACH

Jeff Fisher
Record: 0-0-0
Offensive Scheme: Vertical Offense
Defensive Scheme: Attacking 4-3

OFFENSIVE SCOUTING REPORT

With some of their best young players on the roster, be sure to ground your new talent, especially rookie Jared Goff, to become the QB position the season and in the years ahead.

The young running back Melvin Gordon III has a lot of talent, but he will rarely take the pressure off the offense. Give the ball to Todd Gurley and let him do what he does best. Run the ball.

Don't let the speed and agility of WR Tavon Austin go to waste. Beyond speed burner, Austin needs to have the ball in his hands more and with more of your best talent on the field.

DEFENSIVE SCOUTING REPORT

Lead the 3-4 Drive scheme to take on the Arizona Cardinals' offense. The Cardinals' offense is one of the best in the league. Can the Rams' defense slow down Carson Palmer and David Johnson?

Aaron Donald is a beast. He can single-handedly take over a game. Be sure to double team him. Don't let him get to the QB. Force him to beat you.

The Rams' LBs are solid in most non-coverage, but the rest of your defensive front is below-average. The Arizona Cardinals' 3 Drive might be a perfect scheme to help quarterbacks early in the game. A.J. Guarano and Lamarcus Joyner should be solid against wide-outs.

SCHEDULE

1	SEP 11	10:20P	JOINT	49ERS
2	SEP 18	4:05P	PSSI	SEAHAWKS
3	SEP 25	4:05P	PSSI	BUCCANEERS
4	OCT 02	4:25P	PSSI	CARDINALS
5	OCT 09	4:25P	PSSI	BILLS
6	OCT 16	1:00P	PSSI	LIONS
7	OCT 23	9:30P	PSSI	GIANTS
8	BYE WEEK			
9	NOV 06	4:05P	PSSI	PANTHERS
10	NOV 13	1:00P	PSSI	JETS
11	NOV 20	4:05P	PSSI	RAVENS
12	NOV 27	1:00P	PSSI	SAINTS
13	DEC 04	1:00P	PSSI	PATRIOTS
14	DEC 11	4:25P	PSSI	FALCONS
15	DEC 18	4:25P	PSSI	SEAHAWKS
16	DEC 24	4:25P	PSSI	49ERS
17	JAN 01	4:25P	PSSI	CARDINALS

KEY PLAYERS

KEY OFFENSIVE PLAYER

TODD GURLEY #30
HB RSR RT JP JST Overall Georgia 13PT

Gurley had a great season last year and as long as you continue to grow his confidence, you can expect big things this season as well.

Gurley should be your main back and play every down.

KEY DEFENSIVE PLAYER

AARON DONALD #99
DT MIC LEA DUR PRO Pittsburgh 15PT

Donald had an excellent rookie season. However, injuries will be more aware of the presence in the lineup now.

The quick drive defensive line is a real strength. Keep in mind is going to keep your players fresh.

KEY ROOKIE

JARED GOFF #16
QB RSR LT JP JST Overall California 1ST R

Jared Goff as a possible replacement for Foles.

Goff is a talented QB. If you focus on the run game, there's plenty of room for him to your roster. Consider signing him for a long term contract.

KEY SLEEPER

LAMARCUS JOYNER #21
S RSR LT JP JST Overall Florida State 1ST Z

Joyner is the best option for man-to-man coverage in the slot/nickelback, as well as his Cover 6 hollow.

Mark Barron is the best run stopper in the secondary, but if his confidence dips, give Joyner a role on passing downs.

DEFENSIVE DEPTH CHART

POS	LAST	OVR
QB	Jared	77
QB	Foles	75
QB	Sean	60
HB	Todd	88
HB	Tavon	82
HB	Benny	75
HB	Terrence	68
HB	Chase	67
HB	Malcolm	65
FB	Cory	75
WR	Kenny	85
WR	Brian	84
WR	Deon	77
WR	Pharoh	75
WR	Bradley	65
WR	Mardy	65
WR	Mike	63
TE	Paul	75
TE	Lance	75
TE	Temarrick	70
TE	Justice	69
TE	Tyrunesha	68
TE	Jake	52
LT	Greg	79
LT	Darrell	68
LT	Garrett	65
LG	Rodger	75
LG	Denzelle	65
C	Tim	76
C	Barrett	69
C	Eric	67
C	Demetrius	65
RG	Jamon	80
RG	Rob	74
RG	Cody	68
RG	Andrew	65
RT	Rob	69

DEFENSIVE DEPTH CHART

POS	LAST	OVR
LE	Michael	79
LE	Quinton	77
LE	Cam	74
LE	Aaron	98
LE	Michael	74
LE	Dominique	71
LE	Drew	68
LE	Louis	66
LE	Adam	64
LE	Eugene	64
LE	Matt	63
LOLB	Mark	74
LOLB	Josh	71
LOLB	Cameron	67
LOLB	Alec	65
MLB	Brandon	80
MLB	Bryce	76
ROLB	Akeem	74
ROLB	Ian	66
RE	Tourrick	80
RE	T.J.	77
RE	Lamarcus	74
RE	Cole	73
RE	Marcus	71
RE	Troy	68
RE	Mike	66
RE	Chris	64
RE	Jordan	64
RE	T.J.	63
RE	Mauricio	63
RE	Christian	62

SPECIAL TEAMS

POS	LAST	OVR
K	Greg	77
P	Taylor	80
P	Johnny	62

BEST OFFENSIVE PLAYS

MOST RUN: SINGLEBACK ACE – 40 DIVE

RUNNING PLAYS

1ST & SHORT	1ST & LONG	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Singleback Big - 40 Dive	Shot Gun Trips - 20 Power Counter	Singleback Big - 10 Dive	Pistol Trey - 20 Power	Shot Gun Trips - Inside Zone	Shot Gun Trips - Slant Flat
Singleback Big - 20 Power	Shot Gun Trips - 20 Power Counter	Singleback Big - 40 Dive	Pistol Trey - 10 Dive	Weight - Trips Twins - Inside Zone	Singleback Big - 10 Dive
Shot Gun Trips - 20 Power	Shot Gun Trips - 10 Read Zone Split	Pistol Trey - 10 Dive	Shot Gun Trips - 10 Dive	Weight - Trips Twins - Power	Shot Gun Trips - Power O

MOST PASS: GUN WIDE TRIPS WR.

PASSING PLAYS

1ST & SHORT	1ST & LONG	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Gun Trey - Spot - Read	Gun Trey - Flood - Read	Gun Trey - Mesh - Read	Gun Trey - Flood - Read	Gun Trey - Flood - Read	Gun Trey - Mesh - Read
Weak Wing - Run - Read	Gun Trey - Deep Cross - Read	Gun Trey - Mesh - Read	Weak Wing - Run - Read	Gun Trey - Deep Cross - Read	Gun Normal Offset - Deep Cross - Read
Gun Trey - Deep Cross - Read	Gun Trey - Spot - Read	Gun Trey - Flood - Read	Gun Trey - Deep Cross - Read	Gun Trey - Spot - Read	Gun Trey - Deep Cross - Read

BEST DEFENSIVE PLAYS

BEST RUN: 6-1 OVER PLUS COVER 3 MATCH

RUN DEFENSE

1ST & SHORT	1ST & LONG	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
4-3 Normal - 6-1 Over Plus Cover 3 Match	4-3 Over Plus Cover 3 Match	46 Base Under - 4-3 Over Plus Cover 3 Match	4-3 Over Plus Cover 3 Match	Dollar Nickel - 4-3 Over Plus Cover 3 Match	Dollar Nickel - 6-1 Over Plus Cover 3 Match
4-3 Normal - 4-3 Over Plus Cover 3 Match	4-3 Over Plus Cover 3 Match	46 Base Under - 4-3 Over Plus Cover 3 Match	4-3 Over Plus Cover 3 Match	Dollar Nickel - 4-3 Over Plus Cover 3 Match	Dollar Nickel - 6-1 Over Plus Cover 3 Match

BEST PASS D: 3-3-5 BLITZER – COVER 3 MATCH

PASS DEFENSE

1ST & SHORT	1ST & LONG	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
4-3 Normal - Cover 3 Match	46 Base Under - Cover 3 Match	46 Base Under - Cover 3 Match	4-3 Over - Cover 3 Match	Dollar Nickel - Cover 3 Match	4-3 Over Plus Cover 3 Match
4-3 Normal - Cover 3 Match	4-3 Over Plus Cover 3 Match	46 Base Under - Cover 3 Match	4-3 Over Plus Cover 3 Match	Dollar Nickel - Cover 3 Match	Dollar Nickel - 6-1 Over Plus Cover 3 Match

Team
Baltimore Ravens

GAMEPLAY RATING

FRANCHISE RUNS STRATEGY

Overall Team Rating: **83**
Offense: **82**
Defense: **84**
Offensive Scheme: **Spread**
Defensive Scheme: **Multiple 3-4**
Base Defense: **3-4**
Nickel/Dime: **NI / ND**

2016 TEAM RANKINGS

Yds/Att Rush: **21 (4.3)**
Passing Offense: **8th**
Rushing Offense: **10th**
Passing Defense: **18th**
Rushing Defense: **1st**
NOTE: Johnny Jacobs: 4

2016 TEAM LEADERS

Passing: **Joe Flacco: 2,791**
Rushing: **Terrance West: 752**
Receiving: **Steve Smith Sr.: 1,031**
Tackles: **Zach Orr: 107**
Sacks: **Za'Darius Smith: 8**
INTS: **Johnny Jacobs: 4**

KEY ADDITIONS

- 28 Eric Weddle
- 30 Kenneth Dixon
- 98 Matt Elam
- Steve Smith Sr.

KEY MISSES

- 12 Nonne Stanley
- 21 Lardarius Webb
- LOLB Kamalei Correa

COACH

- John Harbaugh
- Offense: **Marty Mornhinweg**
- Defense: **Dean Pees**
- Offensive Scheme: **Multiple 4-4**

OFFENSIVE SCOUTING REPORT

- Expect calling any three wide/two tight end season from QB Joe Flacco, where he will look to build on his accuracy/touchdown numbers from last season. Flacco has a strong arm and is capable of throwing the ball to any part of the field.
- RB Justin Forsett proved that he deserves not only the starting spot in Baltimore, but also a contract. Even if Forsett can't repeat his success, don't be looking much more upfront at this backfield.
- WR Steve Smith showed he still has some game left in the tank with another solid season. Develop some young talent in the receiving corps to replace the veteran when he retires.

DEFENSIVE SCOUTING REPORT

- Finding a solid player like Brandon Williams at DT allowed the Ravens to get younger and save money on defensive tackles. Williams is a solid run stopper and can also get to the QB on occasion.
- The Ravens have had some hard luck when it comes to their LB crops over the last few seasons. Keep getting offseason is a team that'll page, but more depth is appreciated.
- Jimmy Smith is a physical press corner who can excel in any scheme. On the other side, Lardarius Webb is a good fit for the team's zone scheme but he needs to stay healthy and stop giving up so many deep balls.

SCHEDULE

1	SEP 11	1:00T	BILLS
2	SEP 18	1:00T	@ BROWNS
3	SEP 25	1:00T	@ JAGUARS
4	OCT 02	1:00T	BEARS
5	OCT 09	9:30T	@ REDSKINS
6	OCT 16	1:00T	@ GIANTS
7	OCT 23	1:00T	JETS
8	BYE WEEK		
9	NOV 06	1:00T	@ STEELERS
10	NOV 13	8:25P	BROWNS
11	NOV 20	1:00T	@ COWBOYS
12	NOV 27	1:00T	@ BENGALS
13	DEC 04	1:00T	DOLPHINS
14	DEC 12	8:30P	@ PATRIOTS
15	DEC 18	1:00T	EAGLES
16	DEC 25	4:30P	@ STEELERS
17	JAN 01	1:00T	BENGALS

KEY PLAYERS

KEY OFFENSIVE PLAYER

STEVE SMITH SR. **#89**
HT: **6'0"** WT: **195** | Chemistry: **Rivals** | OVR: **75**

- Could be an excellent receiving mentor and contribute to grow his confidence by increasing the routes.
- Is getting up there in years, but Steve Smith has just shown he knows how to bring his A-game when it matters.

KEY DEFENSIVE PLAYER

ERIC WEDDLE **#32**
HT: **6'2"** WT: **200** | Chemistry: **Rivals** | OVR: **77**

- Provides a nice coverage-reader hint in a quiet corner on the field, giving him a great advantage against most offenses.
- Wrote a quick and physical player who handles their man. It's hard to see the CPU play Weddle and also see the defense.

KEY ROOKIE

KENNETH DIXON **#30**
HT: **5'10"** WT: **215** | Chemistry: **LB, Rivals** | OVR: **R**

- Continue to work on Dixon's carry wrap. Boosting this number will ensure he is a solid option in critical situations.
- Take some of them over and see how well Dixon maintains. His agility will get him past the first one or two.

KEY SLEEPER

MATT ELAM **#26**
HT: **6'0"** WT: **210** | Chemistry: **Rivals** | OVR: **R**

- There's always a place in the lineup for 60 OVR Rivals, even if it means several hosts.
- Ravens is a promising talent, so don't give up on him even if means you have used controller.

DIFFENSIVE DEPTH CHART

No.	Name	Last	Ovr
QB	Joe	Flacco	87
QB	Jeff	Mathews	60
RB	Javorius	Allen	83
RB	Jonathan	Jennings	80
RB	Justin	Forsett	82
RB	Kenneth	Dixon	73
RB	Terrance	Richardson	75
RB	Lorenzo	Taliaferro	73
RB	Terrance	West	75
RB	Albert	Okwuegbunam	70
RB	Kamalei	Reynolds	62
RB	Pierre	Jeanbart	60
RB	Pierre	Smith Sr.	86
RB	Allen	Wilson	75
RB	Shaheen	Wallace	71
RB	Randall	Goldmeyer	60
RB	Chris	Matthews	60
WR	Chris	Wade	60
WR	Darren	Waller	65
WR	Tyrod	Brown	60
WR	Fuerin	Clay	58
TE	Dennis	Clay	61
TE	Benjamin	Watson	81
TE	Crockett	Gillmore	77
TE	Maxx	Williams	76
TE	Nick	Boyle	75
TE	Morgan	Cox	60
LT	Ronnie	Stanley	76
LT	Stephane	Nembot	58
LG	John	Urschel	70
LG	James	Hurst	80
C	Jeremy	Zuttah	82
C	Ryan	Jensen	69
RG	Marshal	Yanda	87
RG	Vladimir	Ducasse	74
RG	Nico	Wagner	71
RT	Jims	Lewis	69
RT	Ricky	Wesley	60

DEFENSIVE DEPTH CHART

No.	Name	Last	Ovr
DE	Timmy	Jernigan	79
LE	Kapron	Lewis-Moore	65
DT	Brandon	Williams	84
DT	Willie	Henry	68
DT	Carl	Davis	67
DE	Lawrence	Guy	71
DE	Bronson	Kaufusi	68
RE	Brent	Urban	81
RE	Eric	Osemund	67
LOLB	Kamalei	Correa	72
LILB	Cobra	Ceide	70
MLB	Arthur	Brown	73
RILB	Zach	McClellan	70
MLB	Zachary	Orr	85
ROLB	Terrell	Suggs	89
ROLB	Matt	Judon	67
ROLB	Za'Darius	Smith	83
ROLB	Victor	Ochi	61
CB	Jimmy	Smith	85
CB	Lardarius	Webb	79
CB	Jaylen	Watkins	70
CB	Kyle	Arrington	74
CB	Will	Davis	73
CB	Shareece	Wright	72
CB	Jerrell	Rollo	67
CB	Tavon	Young	67
CB	Eric	Weddle	92
FS	Kendrick	Lewis	70
SS	Terrence	Brooks	73
SS	Matt	Elam	60
SS	Anthony	Levine	69

SPECIAL TEAMS

No.	Name	Last	Ovr
K	Justin	Tucker	85
P	Sam	Koch	84

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK 9 - TRIPS TE SLOT - HB STRETCH

RB Left Tackle	RB Left Guard	RB Center	RB Right Guard	RB Right Tackle
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Slot Right Wide Receiver	Slot Right Tight End	Left Tackle	Left Guard	Center
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Right Guard	Right Tackle	Left Wide Receiver	Quarterback	Right Wide Receiver
Block Weak	Block Weak	Block Weak	Handoff	Block Weak

RUNNING PLAYS

RB Left Tackle	RB Left Guard	RB Center	RB Right Guard	RB Right Tackle
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Slot Right Wide Receiver	Slot Right Tight End	Left Tackle	Left Guard	Center
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Right Guard	Right Tackle	Left Wide Receiver	Quarterback	Right Wide Receiver
Block Weak	Block Weak	Block Weak	Handoff	Block Weak

BEST PASS: SINGLEBACK 9 TRIPS TE SLOT - Y TRAIL

RB Left Tackle	RB Left Guard	RB Center	RB Right Guard	RB Right Tackle
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Slot Right Wide Receiver	Slot Right Tight End	Left Tackle	Left Guard	Center
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Right Guard	Right Tackle	Left Wide Receiver	Quarterback	Right Wide Receiver
Block Weak	Block Weak	Block Weak	Handoff	Block Weak

PASSING PLAYS

RB Left Tackle	RB Left Guard	RB Center	RB Right Guard	RB Right Tackle
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Slot Right Wide Receiver	Slot Right Tight End	Left Tackle	Left Guard	Center
Block Weak	Block Weak	Block Weak	Block Weak	Block Weak
Right Guard	Right Tackle	Left Wide Receiver	Quarterback	Right Wide Receiver
Block Weak	Block Weak	Block Weak	Handoff	Block Weak

BEST DEFENSIVE PLAYS

BEST RUN D: NICKEL 3-4-5 - COVER 2 BUSTER

DE Left Tackle	DE Left Tackle	DE Left Tackle	DE Left Tackle	DE Left Tackle
Contain	Contain	Contain	Contain	Contain
DE Right Tackle	DE Right Tackle	DE Right Tackle	DE Right Tackle	DE Right Tackle
Contain	Contain	Contain	Contain	Contain
MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker
Contain	Contain	Contain	Contain	Contain
MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker
Contain	Contain	Contain	Contain	Contain

BEST PASS D: 34-50S - PINCH BUCK 8

DE Left Tackle	DE Left Tackle	DE Left Tackle	DE Left Tackle	DE Left Tackle
Contain	Contain	Contain	Contain	Contain
DE Right Tackle	DE Right Tackle	DE Right Tackle	DE Right Tackle	DE Right Tackle
Contain	Contain	Contain	Contain	Contain
MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker	MLB Left Outside Linebacker
Contain	Contain	Contain	Contain	Contain
MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker	MLB Right Outside Linebacker
Contain	Contain	Contain	Contain	Contain

PASS DEFENSE

CB Left Wide Receiver	CB Left Wide Receiver	CB Left Wide Receiver	CB Left Wide Receiver	CB Left Wide Receiver
Contain	Contain	Contain	Contain	Contain
CB Right Wide Receiver	CB Right Wide Receiver	CB Right Wide Receiver	CB Right Wide Receiver	CB Right Wide Receiver
Contain	Contain	Contain	Contain	Contain
Safety Left Outside Linebacker	Safety Left Outside Linebacker	Safety Left Outside Linebacker	Safety Left Outside Linebacker	Safety Left Outside Linebacker
Contain	Contain	Contain	Contain	Contain
Safety Right Outside Linebacker	Safety Right Outside Linebacker	Safety Right Outside Linebacker	Safety Right Outside Linebacker	Safety Right Outside Linebacker
Contain	Contain	Contain	Contain	Contain

PEDRO
Madden NFL 17 Playbook

EA SPORTS MADDEN NFL 17

Name
Washington Redskins

GAMEPLAY RATING 85

FRANCHISE MODE STRATEGY

- Overall Team Rating: 85
- Offense: 84
- Defense: 85
- Offensive Scheme: West Coast
- Defensive Scheme: 3-4 Hybrid
- Strengths: WR, TE, RB, DL
- Weaknesses: OL, LB

2016 TEAM RANKINGS

- Passing Offense: 10th
- Rushing Offense: 16th
- Passing Defense: 20th
- Rushing Defense: 28th
- Scoring Offense: 20th

2016 TEAM LEADERS

- Passing: Kirk Cousins, 4,166
- Rushing: Matt Jones, 1,100
- Receiving: Jordan Reed, 952
- Sacks: Ryan Kerrigan, 8.5
- Interceptions: Josh Norman, 4

KEY ASSIGNMENT

- #9 Josh Norman
- #21 Quinton Dunbar
- #31 D.J. Swearinger

KEY INJURIES

- WR Josh Doctson
- RB Chris Thompson
- CB Kendall Fuller

COACH

- Jay Gruden
- Offense: 2nd
- Offensive Scheme: West Coast
- Defensive Scheme: Attacking 3-4

OFFENSIVE SCOUTING REPORT

- With the absence of Pierre-Michel Lafleur, the Redskins are looking to fully involve Rob Gronkowski. The scheme allowed Jared Cook to make the very most of his talents in Green Bay, and the Redskins' first pick over what was Washington's biggest hole in 2016 is a no-brainer.
- Kirk Cousins has moved off the Redskins' franchise tag and has the opportunity to make them a true player. Look for him to be the big winner, because you can't live without the #1 Power Moves rating.
- The Redskins' secondary is average, but it has the potential to develop into a solid man-coverage unit with the addition of CB Josh Norman. Start to develop the young talent, even if they take some bumps early.

SCHEDULE

1	SEP 12	1:00PM	@	STEELERS
2	SEP 18	1:00PM	FOX	COWBOYS
3	SEP 25	1:00PM	FOX	GIANTS
4	OCT 02	1:00PM	@	BROWNS
5	OCT 09	1:00PM	FOX	RAVENS
6	OCT 16	1:00PM	FOX	EAGLES
7	OCT 23	1:00PM	@	LIONS
8	OCT 30	9:30PM	FOX	BENGALS
9	BYE WEEK			
10	NOV 13	1:00PM	FOX	VIKINGS
11	NOV 20	8:30PM	@	PACKERS
12	NOV 24	4:30PM	FOX	COWBOYS
13	DEC 04	4:25PM	@	CARDINALS
14	DEC 11	1:00PM	FOX	EAGLES
15	DEC 19	8:30PM	@	PANTHERS
16	DEC 24	1:00PM	FOX	BEARS
17	JAN 01	1:00PM	FOX	GIANTS

KEY PLAYERS

KEY OFFENSIVE PLAYER

DESEAN JACKSON #11
HT: 6'0" | WT: 175 | COLLEGE: Coastal Carolina | EXP: 8

- DeSean's experience is the league will give him the advantage against most corners, not to mention his consistent production throughout his career.
- Washington may not have the pass to take to most ends of the field this season, but his speed along will manage to beat most CBs on the run.

KEY DEFENSIVE PLAYER

JOSH NORMAN #24
HT: 6'0" | WT: 199 | COLLEGE: Coastal Carolina | EXP: 4

- Norman is one defense is ridiculously high. Take advantage of this and play it to your scheme.

KEY ROOKIE

JOSH DOCTSON #18
HT: 6'0" | WT: 206 | COLLEGE: TCU | EXP: R

- Continue to work on Doctor's many ways to improve his overall skill set.
- The control of them and can be used with the new ball carrier mechanics. His agility can get you points in the red zone.

KEY SLEEPER

MATT JONES #31
HT: 6'4" | WT: 232 | COLLEGE: Florida | EXP: 3

- Jones is an excellent choice to spell. Take control of the speed back position on the field.
- Jones will benefit upgrade to self-control vision if he plans on taking over the bulk of the carries in the future.

DEFENSIVE DEPTH CHART

POS	NAME	OVR
DE	Ends	74
DE	Kerrigan	85
DE	Bowen	77
DE	Reed	77
DT	Hall	77
DT	Hrabosky	77
DT	Kouandjio	69
DT	Allen	77
DT	Jones	77
DT	Jackson	77
DT	Perry	77
DT	Doctson	77
DT	Jackson	77
DT	Ryan	77
DT	Kouandjio	77
DT	Reggie	77
DT	Nelson	77
DT	Jones	77
DT	Nelson	77
DT	Davis	77
DT	Allen	77
DT	Logan	77
DT	Wood	77
LT	Trent	77
LT	Kelly	77
LT	Brown	77
LT	Spencer	77
LT	Ams	77
LT	Perry	77
C	Josh	77
C	Kelly	77
C	Nick	77
RG	Brandon	77
RG	Tarasky	77
RG	Allen	77
RT	Morgan	77
RT	Hawkins	75

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Machen	77
LE	Matthew	77
DT	Hanks	77
DT	Zeigle	77
DT	Jarrett	77
DT	Trent	77
RE	Ricky	77
RE	Kendall	77
LOLB	Ryan	77
LOLB	Junior	77
LOLB	Terence	77
LOLB	Mike	77
LOLB	Lynden	77
MLB	Perry	77
MLB	Mason	77
MLB	Jill	77
MLB	Allen	77
MLB	Steven	77
MLB	Carlos	77
ROLB	Preston	77
ROLB	Preston	77
ROLB	Houston	77
CB	Josh	77
CB	Nathaniel	77
CB	Breeland	77
CB	Sidney	77
CB	Kendall	77
CB	Kendall	77
CB	Jenkins	77
CB	Dashaun	77
CB	Kerrigan	77
FS	Kazmeir	77
FS	Swearinger	77
SS	Derrick	77
SS	Dennis	77
SS	Ha'la	77

SPECIAL TEAMS

POS	NAME	OVR
K	Dustin	77
P	Tress	77

BEST OFFENSIVE PLAYS

BEST RUN: GUN Y-TRIPS OPEN - OUTSIDE ZONE

BEST PASS: GUN EMPTY BUNCH WIDE - POST CORNER READ

RUNNING PLAYS

GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS
Gun Trips Open Inside Zone	Gun Trips Open Outside Zone	Gun Trips Open Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse

PASSING PLAYS

GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS	GUN TRIPS
Gun Trips Open Inside Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse
Gun Trips Wide Zone	Gun Trips TE Outside Zone	Gun Trips Power	Gun Trips Counter Trey	Gun Trips Counter Bash	Gun Trips Counter Reverse

BEST DEFENSIVE PLAYS

BEST RUN D: NICKEL 3-3-5 WIDE - MIKE BLITZ D

BEST PASS D: 46 BOMB 1-4-6 - COVER 6

RUN DEFENSE

NICKEL	NICKEL	NICKEL	NICKEL	NICKEL	NICKEL
46 Bear	46 Bear	46 Bear	46 Bear	46 Bear	46 Bear
3-4 Over	3-4 Over	3-4 Over	3-4 Over	3-4 Over	3-4 Over
3-4 Under	3-4 Under	3-4 Under	3-4 Under	3-4 Under	3-4 Under
3-4 Stack	3-4 Stack	3-4 Stack	3-4 Stack	3-4 Stack	3-4 Stack

PASS DEFENSE

NICKEL	NICKEL	NICKEL	NICKEL	NICKEL	NICKEL
46 Bear	46 Bear	46 Bear	46 Bear	46 Bear	46 Bear
Cover 1	Cover 2	Cover 3	Cover 4	Cover 6	Cover 6
Cover 1 Double	Cover 2 Man	Cover 3 Seam	Cover 4 Quarters	Cover 6 Left	Cover 6 Right
Cover 1 Robber	Cover 2 Zone	Cover 3 Cloud	Cover 4 Double	Cover 6 Match	Cover 6 Quarters
Cover 1 Man	Cover 2 Man	Cover 3 Zone	Cover 4 Man	Cover 6 Man	Cover 6 Man
Cover 1 Man	Cover 2 Man	Cover 3 Zone	Cover 4 Man	Cover 6 Man	Cover 6 Man

PEOPLE
PLAYERS

MADDEN NFL 17

Name
New Orleans Saints

GAMEPLAY RATING

FRANCHISE RUN STRATEGY

Overall Team Rating: 82
Offense: 84
Defense: 80
Offensive Scheme: Normal Offense
Defensive Scheme: 3-4 Base
Specialists: QB, RB, WR
Starting Lineup: Offense

2016 TEAM RANKINGS

3rd NFL Super: 11 1/2
Passing Offense: 31st
Rushing Offense: 22nd
Passing Defense: 32nd
Rushing Defense: 23rd

2016 TEAM LEADERS

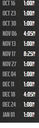
Passing: Drew Brees, 4,870
Rushing: Mark Ingram, 1,043
Receiving: Brandin Cooks, 1,138
Sacks: Cameron Jordan, 11
Tackles: Vonn Bell, 91
Interceptions: Delvin Breaux, 3

KEY ADDITIONS

C.J. Spiller (via FA)
Coby Fleener (via FA)
DT Nick Fairley

KEY ROSTER

DT Stephen Tabor
DE Cam Jordan
WR Brandin Cooks



COACH

Sean Payton
Age: 52
Offensive Scheme: Multi-Offense
Defensive Scheme: Base 4-3

OFFENSIVE SCOUTING REPORT

- All-time Saints leader in passing yards and last season went through the drugstore for rushing yards. However, he is no slacker by a effort to be more in the course of a whole season. Take his first five games to learn which plays to call to improve his stats.
- The Saints have a nice combination of power and speed in the backfield with Mark Ingram and C.J. Spiller. Both have good receiving skills and can be used in the passing game. Ingram is the better runner between the tackles.
- Pick-up Fleener and Ben Watson to step up as reliable pass-catchers at the tight end position. Both are decent blocking and will be effective in the red zone as well.

DEFENSIVE SCOUTING REPORT

- On the defensive line, DT Nick Fairley was brought in to be a run stopper. Besides the play of RE Cameron Jordan, who was the lead man the team last year with 11 sacks, the rest of the defensive front will have room to get the job done.
- The Saints' LBs don't have blazing speed, so play a zone scheme to maximize their range. If you flood yourself people to help out with another team, by playing the defensive backfield, they can be exploited by the opposing offense.
- The Saints' secondary finally has some talent across the board, especially if Jairus Byrd can stay healthy for a full season. Keenan Lewis is a solid cover corner and Delvin Breaux is a quality free agent buy receiving threats, like those found in Tampa Bay, but a work in progress.

SCHEDULE

1	SEP 11	1:00P	PHIL	RAIDERS
2	SEP 18	1:00P	@PHIL	GIANTS
3	SEP 26	8:30P	@ATL	FALCONS
4	OCT 02	4:25P	@LAC	CHARGERS
5	BYE WEEK			
6	OCT 16	1:00P	@CAR	PANTHERS
7	OCT 23	1:00P	@KC	CHIEFS
8	OCT 30	1:00P	@PHIL	EAGLES
9	NOV 06	4:05P	@DEN	BRONCOS
10	NOV 13	1:00P	@TB	BUCCANEERS
11	NOV 17	8:25P	@ATL	FALCONS
12	NOV 27	1:00P	@LAR	RAMS
13	DEC 04	1:00P	@SEA	LIONS
14	DEC 11	1:00P	@TB	BUCCANEERS
15	DEC 18	4:05P	@PHIL	CARDINALS
16	DEC 24	1:00P	@CAR	BUCCANEERS
17	JAN 01	1:00P	@PHIL	FALCONS

KEY PLAYERS

KEY OFFENSIVE PLAYER

DREW BREES #9

37 YRS | 6'0" | 209 LBS | Purdue | 16 YR

- Brees' accuracy across the board is what separates him from other QBs in the league.
- He runs to utilize play action, as Brees is one of the best at it.

KEY DEFENSIVE PLAYER

JAIRUS BYRD #31

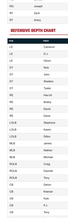
28 YRS | 6'0" | 202 LBS | Oregon | 7 YR

- Byrd has outstanding play recognition for the position and should be left to roam free over the middle.
- Time is running. Byrd's injured and he proves to make not one of the best players in the league.

KEY ROOKIE

SHELDON RANKINS #98

23 YRS | 6'3" | 297 LBS | Louisville | 0 YR



- Rankins is a combat warrior who will take your defense to another level.
- He's quick and you can get out of the gate quickly, but he needs anything pressure on the passer.

KEY SLEEPER

BRANDON COLEMAN #15

24 YRS | 6'8" | 218 LBS | Rutgers | 1 YR

- Brees lavished another run-down target, and Coleman delivered. Expect him to get some work.
- Keep the Spectacular Catch rating to make him an even more dangerous red zone threat.

DEFENSIVE DEPTH CHART

No.	Name	Ovr
QB	Luke	McCown	71
QB	Garrett	Grayson	65
HB	Mark	Ingram	85
HB	C.J.	Spiller	78
TB	Tim	Hightower	75
FB	Terrance	Cadet	63
HB	Daniel	Lasco	68
HB	Marcus	Murphy	67
FB	Austin	Johnson	75
WR	Willie	Snead IV	80
WR	Brandin	Cooks	92
WR	Willie	Snead	80
WR	Michael	Thomas	75
WR	Seantavius	Jones	70
WR	Vincent	Brown	68
WR	Jake	Kumpf/Hett	66
WR	Jake	Lampman	67
TE	Josh	Hill	74
TE	Josh	Hill	74
TE	Michael	Hoomanawanui	72
TE	Ted	Bolser	70
TE	Ben	Watson	80
LT	Terron	Armstead	82
LT	Tyler	Thompson	68
LG	Tim	Lelito	77
LG	Andrus	Peat	75
C	Max	Unger	82
C	Marcus	Henry	66
C	Jack	Allen	59
RG	Senio	Kelemete	71
RG	Andrus	Peat	75
RG	Tyler	Larsen	70
RG	Joseph	Cheek	57
RT	Zach	Strief	76
RT	Andrus	Young	65

DEFENSIVE DEPTH CHART

No.	Name	Ovr
LE	Cameron	Jordan	90
LE	D.J.	Fluker	75
LE	Glenn	Gronkowski	57
LE	Nick	Fairley	75
LT	John	Jenkins	76
LT	Brandon	Deaderick	70
LT	Tyeler	Davison	75
RT	Akiem	Hicks	74
RT	Stephone	Anthony	74
RT	Khairi	Fortt	67
RE	Glenn	Foster	67
RE	Jartavius	Levine	71
MLB	Nathan	Stupar	71
MLB	Craig	Robertson	76
MLB	Manti	Te'o	77
MLB	Tony	Steward	69
LOLB	Dannell	Ellerbe	77
LOLB	Keenan	Lewis	77
LOLB	Kyle	Wilson	69
LOLB	P.J.	Williams	75
LOLB	Tony	Lippett	68
LOLB	Damian	Swann	68
ROLB	Brian	Orakpo	77
ROLB	Brandon	Dixon	68
ROLB	Ja'Gared	Davis	68
ROLB	Jamie	Byrd	83
ROLB	Usmi	Ball	68
RE	Kenny	Vaccaro	80
RE	Kemal	Ishmael	70
RE	Jamarca	Sanford	75
RE	Trai	Essex	64

SPECIAL TEAMS

No.	Name	Ovr
K	Wil	Lutz	75
P	Kai	Forbath	75
LS	Thomas	Morstead	80

BEST OFFENSIVE PLAYS

BEST RUN: I FORM CLOSE - WR SWEEP

RUNNING PLAYS

Base Offense	Base Offense - HB Counter	Base Offense - HB Power	Base Offense - HB Toss	Base Offense - Strong I Right	Base Offense - Strong I Left
Strong I Power	Strong I Power - HB Counter	Pass Out / Pass Screen	Pass Out / Pass Screen - HB Counter	Power I Trips - HB Counter	Strong Close - Counter Trey
Pro Right Slant Flat	Pro Right Slant Flat - HB Counter	Pro Left Slant Flat	Pro Left Slant Flat - HB Counter	Strong Close Trey Run - Counter Trey	Pro Right Slant Flat

BEST PASS: SINGLEBACK SNOOD FLIP – HB WHEEL

PASSING PLAYS

Base Offense	Base Offense - HB Counter	Base Offense - HB Power	Base Offense - HB Toss	Base Offense - Strong I Right	Base Offense - Strong I Left
Shotgun Stick - Counter Trey	Shotgun Stick - HB Counter	Shotgun Trips - HB Power	Shotgun Trips - HB Toss	Trey Formation Close - Counter Trey	Trey Formation Close - Power
Shotgun Trips - Flat	Shotgun Trips - HB Counter	Shotgun Right - Double Slant	Shotgun Right - HB Toss	Shotgun Trips - Double Slant	Shotgun Trips - Double Slant - HB Toss

BEST DEFENSIVE PLAYS

BEST RUN: 4-3 OVER PLUS – EDGE 4

RUN DEFENSE

4-3 Over	4-3 Over Pro	4-3 Over Cover 3	4-3 Over Cover 3 Pro	4-3 Over Cover 4	4-3 Over Cover 4 Pro
4-3 Stack	4-3 Over Pro	46 Base Under	Over Cover 3 Pro	Nickel Normal	Nickel Edge 2
4-3 Stack Cover 3 Man	4-3 Over Cover 3	46 Base Under Cover 3	Over Cover 4	Nickel Normal Cover 3 Man	Nickel Edge 2 Cover 3 Man

BEST PASS D: DOLLAR 3-2-2 COVER 4 OR COMPANY

PASS DEFENSE

4-3 Over	4-3 Over Pro	4-3 Over Cover 3	4-3 Over Cover 3 Pro	4-3 Over Cover 4	4-3 Over Cover 4 Pro
4-3 Normal	4-3 Over	46 Base Under	Over Cover 3 Pro	Nickel Normal	Nickel Edge 2
4-3 Normal Cover 3 Man	4-3 Over Cover 3	46 Base Under Cover 3	Over Cover 4	Nickel Normal Cover 3 Man	Nickel Edge 2 Cover 3 Man

EA SPORTS MADDEN NFL 17

Game
Seattle Seahawks

GAMEPLAY RATING

FRANCHISE HUDDLE STRATEGY

Overall Team Rating: **85**
Offense: **84**
Defense: **86**
Offensive Scheme: **West Coast**
Defensive Scheme: **Attacking 4-3**
Strength: **RB, OL, LB**
Weaknesses: **FB, WR, CB**

2016 TEAM RANKINGS

1st NFC West (11-5-0)
Passing Offense: **5th**
Rushing Offense: **6th**
Passing Defense: **2nd**
Rushing Defense: **1st**
Scoring Offense: **10th**
Scoring Defense: **1st**
W13: **Earl Thomas 3**

2016 TEAM LEADERS

Passing: **Russell Wilson 4,024**
Rushing: **Thomas Rawls 830**
Receiving: **Doug Baldwin 1,069**
Sacks: **K.J. Wright 5.5**
Tackles: **Bobby Wagner 140**
INTs: **Earl Thomas 5**

KEY ADDITIONS

RT Bradley Sowell

KEY INDIVIDUALS

RG Germain Ifedi
LB Bruce Irvin
DB Jeremy Lane
DB Tharold Simon

COACH

Pete Carroll
Record: **10-6**
Offensive Scheme: **West Coast**
Defensive Scheme: **Attacking 4-3**

OFFENSIVE SCOUTING REPORT

- QB Russell Wilson has proven his prowess as the leader of the Seahawks' offense. Make sure you set a target to his receivers in the middle of the field.
- RB Thomas Rawls has taken the top spot in the backfield from last season. He still needs a bit of work to be worthy of frequently touches, but will be a dangerous weapon if you can find a way to get rushed to open.
- The Seattle receiving corps is built around solid talent, but the true superstar is the newly acquired TE Jimmy Graham.

DEFENSIVE SCOUTING REPORT

- There are so many contributors to ruin the passer for Seattle that it makes it nearly impossible for offensive teams to [illegible].
- Make sure that Bobby Wagner is anchoring the defense on every snap, and Allujuan Rubin should be in to add coverage to a passing game.
- The Seattle defense is the perfect blend of size and speed to shut down all the playmakers in the NFC.

SCHEDULE

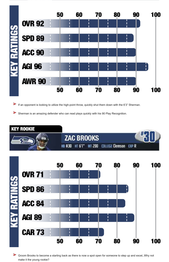
• 1	SEP 11	4:05P		DOLPHINS
• 2	SEP 18	4:05P	PIAB	RAMS
• 3	SEP 25	4:05P	PIAB	49ERS
• 4	OCT 02	1:00P	PIAB	BYE
5	BYE WEEK			
• 6	OCT 16	4:25P	PIAB	FALCONS
• 7	OCT 23	8:30P		CARDINALS
• 8	OCT 30	1:05P	PIAB	SAINTS
• 9	NOV 07	8:30P	ESPN	BILLS
• 10	NOV 13	8:30P		PATRIOTS
• 11	NOV 20	4:25P	PIAB	EAGLES
• 12	NOV 27	4:05P	PIAB	BUCCANEERS
• 13	DEC 04	8:30P		PANTHERS
• 14	DEC 11	4:25P	PIAB	PACKERS
• 15	DEC 15	8:25P		RAMS
• 16	DEC 24	4:25P	PIAB	CARDINALS
• 17	JAN 01	4:25P	PIAB	49ERS

KEY PLAYERS

KEY OFFENSIVE PLAYER

RUSSELL WILSON **#3**

ht: 6'3 wt: 215 YR: 2ND COLLEGE: Wisconsin OVR: 91

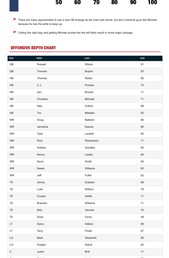


- Wilson is an excellent passer from short to medium range, so focus on this when setting your plays for him and your defense.
- Russell Wilson has great power, but it might be better used if thrown as a deep pass over the top.

KEY DEFENSIVE PLAYER

RICHARD SHERMAN **#25**

ht: 6'3 wt: 195 YR: 2ND COLLEGE: Stanford OVR: 91



- If an opponent is looking to utilize the high-point throw, quickly shut them down with the A/Y Sherman.
- Sherman is an exceptional tackler, which will come in handy with the Bill Roy Recognition.

KEY ROOKIE

ZAC BROOKS **#30**

ht: 6'00 wt: 0' 0" YR: 2015 COLLEGE: Clemson OVR: 0

- Tyrone Brooks is become a starting level as there is not a real spot for someone to step up and vouch, this will be a big year for him.
- Tyrone Super and Accelerator Ability are decent, Focus on upgrading his Carry ability and turn him into a full back.

KEY SLEEPER

CHRISTINE MICHAEL **#32**

ht: 6'2 wt: 5'10 YR: 4TH COLLEGE: Texas A&M OVR: 0

- There are many opportunities to use a low HB lineup as the main ball carrier, but don't overlook guys like Michael Mariota to see his skills to back up.
- Cutting the right play and getting Michael across the line will likely result in more rushign yardage.

DIFFERENCE DEPTH CHART

No.	Offense	Last
99	Russell Wilson	81
98	Terrence Brooks	70
97	Thomas Rawls	80
96	Fred Jackson	73
95	Eric Brooks	71
94	Christine Michael	77
93	Alex Collins	69
92	Derrick Coleman	63
91	Bobby Baldwin	69
90	Jermaine Kearse	80
89	Tyler Lockett	69
88	Richard Richardson	71
87	Jermaine Kearse	80
86	Doug Baldwin	69
85	Jermaine Kearse	80
84	Kevin Smith	64
83	Williams Williams	69
82	Jeff Fuller	62
81	Jimmy Graham	80
79	Luke Wilson	76
78	Justin Britt	71
76	Brandon Williams	71
75	Nick Vannett	70
74	Drew Nelson	69
73	Germain Ifedi	70
72	Terry Poole	67
71	Mark Glowinski	68
70	Kristjan Sokoli	62
69	Justin Britt	71
68	Patrick Lewis	70
67	Joey Hunt	67
66	Germain Ifedi	70
65	Mark Glowinski	68
64	Allujuan Weeks	68
63	Bradley Sowell	70
62	Drew Nelson	69

DEFENSIVE DEPTH CHART

No.	Offense	Last
57	Michael Bennett	91
56	Frank Clark	78
55	Kyle Wilkinson	68
54	Allujuan Rubin	70
53	Wyatt Thomas	71
52	Mychal Kendricks	77
51	Jordan Hill	72
50	Quinton Jefferson	69
49	Jordan Hamilton	60
48	Cliff Avril	89
47	Chris Clemons	72
46	Cassius Marsh	67
45	DeAngelo Tyson	64
44	Mike Morgan	69
43	Bobby Wagner	88
42	Brock Coyle	68
41	Khaseem Greene	70
40	Terence Garvin	69
39	Kevin Pierre-Louis	70
38	Tharold Simon	82
37	Earl Thomas	91
36	Lano Hill	70
35	Kelcie McCray	69
34	Powell	69

SPECIAL TEAMS

No.	Offense	Last
4	Steven Hauschka	84
5	Ryan	81

BEST OFFENSIVE PLAYS

BEST RUN: PISTOL ACE - STRONG POWER

RUNNING PLAYS

HB Option	HB Dive	HB Iso	HB Trap	HB Toss
Pistol Strong Iso - HB Dive	Shotgun Trips Flood - HB Dive	Pistol Strong Iso - HB Dive	Pistol Strong Iso - HB Trap	Pistol Strong Iso - HB Toss
Pistol Strong Iso - HB Slip	Goal Normal G - HB Dive	I Form I Twin - HB Iso	Goal Normal G - HB Trap	Goal Normal Wing - HB Toss
Pistol Ace Weak - HB Option	Goal Normal G - HB Dive	I Form I Twin - HB Iso	Pistol Ace Weak - HB Trap	Goal Normal Offset - HB Toss

BEST PASS: SUN TRIO DEFLECT - PA SAWHS DIG

PASSING PLAYS

HB Option	HB Dive	HB Iso	HB Trap	HB Toss
Pistol Strong Iso - HB Option	Shotgun Trips Flood - HB Dive	Pistol Strong Iso - HB Iso	Pistol Strong Iso - HB Trap	Pistol Strong Iso - HB Toss
Pistol Strong Iso - HB Slip	Pistol Strong Iso - HB Dive	Pistol Strong Iso - HB Iso	Pistol Ace Weak - HB Trap	Pistol Ace Weak - HB Toss
Pistol Ace Weak - HB Option	Goal Normal G - HB Dive	I Form I Twin - HB Iso	Goal Normal G - HB Trap	Goal Normal Wing - HB Toss

BEST DEFENSIVE PLAYS

BEST RUN: 6-4 OVER PUB - COVER 3 MATCH

RUN DEFENSE

4-3 Cover	4-3 Over	4-3 Under	3-4 Cover	3-4 Over
4-3 Normal - 2 Man Under	4-3 Over - Cover 3 Match	4-3 Under - Cover 3 Match	Cover 3-4 3-1 - Cover 3 Match	3-4 Wing B - Cover 3 Match
4-3 Normal - Cover 3 Match	4-3 Over - Cover 3 Buzz	4-3 Under - Cover 3 Buzz	Cover 3-4 3-1 - Cover 3 Buzz	Dollar 3-4 - Cover 3 Match

BEST PASS: DOLLAR 3-2-6 - COVER 3 MATCH

PASS DEFENSE

4-3 Cover	4-3 Over	4-3 Under	3-4 Cover	3-4 Over
4-3 Normal - 2 Man Under	4-3 Over - Cover 3 Match	4-3 Under - Cover 3 Match	Cover 3-4 3-1 - Cover 3 Match	3-4 Wing B - Cover 3 Match
4-3 Normal - Cover 3 Match	4-3 Over - Cover 3 Buzz	4-3 Under - Cover 3 Buzz	Cover 3-4 3-1 - Cover 3 Buzz	Dollar 3-4 - Cover 3 Match

EA SPORTS MADDEN NFL 17

Name
Pittsburgh Steelers

GAMEPLAY RATING

FRANCHISE MODE STRATEGY

Overall Team Rating: 86
Offense: 85
Defense: 87
Offensive Scheme: Balanced Offense
Defensive Scheme: 3-4 Hybrid
Strength Coach: Off: Fly Off

2016 TEAM RANKINGS

Overall Offense: 4th
Passing Offense: 6th
Rushing Offense: 16th
Overall Defense: 10th
Scoring Defense: 7th

2016 TEAM LEADERS

Passing: Ben Roethlisberger, 3,938
Rushing: Le'Veon Bell, 1,268
Receiving: Antonio Brown, 1,834
Sacks: Cameron Heyward, 7.5
Tackles: Lawrence Timmons, 107
Interceptions: Mike Hilton, 3

KEY ADDITIONS

JR Rotnarod Sm
DE Lawrence Guy
LB Anthony Chickillo

KEY ROOKIES

QB Artie Burns
RB James Conner
LB Jason Worilds

COACH

Mike Tomlin
Record: 0-0-0
Offensive Scheme: Balanced Offense
Defensive Scheme: 3-4 Hybrid

OFFENSIVE SCOUTING REPORT

- QB Ben Roethlisberger has excellent strength, which allows him to keep plays alive until he finds an open target. With the emergence of quarterback Landry Jones, the Steelers have a capable backup ready to step in if needed.
- The Steelers have a strong offensive line that is led by center Maurkice Pouncey. The unit has the size to create excellent rushing lanes for Le'Veon Bell and is a solid pass-protection unit that has allowed only 18 combined sacks allowed since 2014.
- In the WR corps, Antonio Brown has an amazing ability to keep and make it traffic, set up to him anytime you need a quick catch and he'll find room for the ball after the catch. Martavis Bryant is the next player who can stretch the defense, but he has been hurt in the preseason and is questionable to start the season.

DEFENSIVE SCOUTING REPORT

- The Steelers' defensive line is excellent in run support. Cameron Heyward is an all-around player who is a leader for the unit. Stephon Tuitt is a strong run defender who has the ability to get to the quarterback.
- The linebacker group is deep and talented. Ryan Shazier is a fast and athletic player who can cover sideline to sideline. Lawrence Timmons is a solid veteran who is a leader in the locker room and a reliable player in coverage. Bud Dupree is a young player who has the ability to rush the passer and is a solid run defender.
- The Steelers have the young talent ready to replace him in Brandon Boykin. Look for Artie Burns to be a starter in the slot.

SCHEDULE

1	SEP 12	7:30PM	WASHINGTON REDSKINS
2	SEP 18	1:00PM	CINCINNATI BENGALS
3	SEP 25	4:25PM	PHILADELPHIA EAGLES
4	OCT 02	8:30PM	KANSAS CITY CHIEFS
5	OCT 09	1:00PM	BALTIMORE RAVENS
6	OCT 16	1:00PM	MINNESOTA VIKINGS
7	OCT 23	4:25PM	NEW ENGLAND PATRIOTS
8	BYE WEEK		
9	NOV 06	1:00PM	DALLAS COWBOYS
10	NOV 13	4:25PM	CLEVELAND BROWNS
11	NOV 20	1:00PM	CLEVELAND BROWNS
12	NOV 24	8:30PM	INDIANAPOLIS COLTS
13	DEC 04	4:25PM	NEW YORK GIANTS
14	DEC 11	1:00PM	BUFFALO BILLS
15	DEC 18	8:30PM	CINCINNATI BENGALS
16	DEC 25	4:30PM	BALTIMORE RAVENS
17	JAN 01	1:00PM	CLEVELAND BROWNS

KEY PLAYERS

KEY ATTRIBUTE RUNNER

LE'VEON BELL #26
RB | 27 | 6'0" | 215 lbs | Michigan St. | 3 of 3

- To put the most of of Bell, target him in the passing game, because he can break certain passes for huge plays.
- Uses a great option in the quick flats' but spin and diff arm moves are close seconds.

KEY DEFENSIVE PLAYER

CAMERON HEYWARD #97
DE | 26 | 6'7" | 295 lbs | Ohio State | 3 of 3

- Boost the development of his younger DE Stephon Tuitt after Heyward, who can strike mists and rush on passing downs.
- Pressured how developed who at an offensive defensive and also should smooth in Back and pitches for a long time.

KEY ROOKIE

ARTIE BURNS #25
CB | 21 | 6'0" | 190 lbs | Miami | Round 1 | Pick 25

- Holding another great CB to the defense will only strengthen what the Steelers have going for them.
- Focus on factor, some coverage, but don't ignore the fact that he is also a decent man defender. Don't be afraid to play him anywhere.

KEY SLEEPER

SHAMARKO THOMAS #29
SS | 23 | 6'0" | 210 lbs | Syracuse | 2016

- Despite his size, Thomas has a great press mind and is ideal for putting pressure on the line.
- Promise knows the Steelers' defensive setter well, so use him to gain confidence and keep it high to see some improved plays for.

DIFFERENCE DEPTH CHART

POS	FIRST	2ND	3RD
QB	Ben Roethlisberger	Landry Jones	
QB	Bruce	Dodd/Heath	
QB	Landry	Jones	
QB	Dodds	Vaughan	
QB	Landry	Hunt	
WR	DeAngelo	Williams	
WR	Antonio	Brown	
WR	Fitzgerald	Toussaint	
WR	Martavis	Bryant	
WR	Darrius	Heyward-Bey	
WR	Sammie	Coates	
WR	Demarcus	Ayers	
WR	Markus	Wheaton	
WR	Marcus	Tucker	
TE	Jesse	James	
TE	Matt	Spaeth	
TE	Xavier	Grimble	
TE	Xavier	Grimble	
TE	Jesse	James	
TE	Vance	McDonald	
T	Alejandro	Villanueva	
T	Jerald	Hawkins	
T	Marcus	Gilbert	
LG	Chris	Hubbard	
C	Maurkice	Pouncey	
C	R.J.	Finney	
C	Cody	Wallace	
C	Greg	Warren	
C	Ramon	Foster	
RG	David	DeCastro	
RG	Marcus	Gilbert	
RT	Brian	Mihalik	

DIFFERENCE DEPTH CHART

POS	FIRST	2ND	3RD
LE	Cameron	Heyward	
LE	Courtland	Lynch	
DT	Ricardo	Mathews	
DT	Javon	Hargrave	
DT	Daniel	McCullers	
DT	Domonique	Taylor	
RE	Stephon	Tuitt	
RE	Dwight	Freeney	
RE	L.T.	Walker	
LOLB	Jeremy	Mincey	
LOLB	Arthur	Moats	
LOLB	Bud	Dupree	
LOLB	L.J.	Fort	
MLB	Travis	Feeney	
MLB	Ryan	Shazier	
MLB	Lawrence	Timmons	
MLB	Vince	Williams	
MLB	Steven	Johnson	
MLB	Tyler	Matakevich	
ROLB	James	Harrison	
ROLB	Jarvis	Jones	
ROLB	Anthony	Dumeil	
ROLB	Anthony	Chickillo	
CB	William	Gay	
CB	Ross	Cockrell	
CB	Artie	Burns	
CB	Senquez	Golson	
CB	Doran	Grant	
CB	Coward	Washington	
CB	Mike	Hilton	
CB	Robert	Golden	
CB	Demarcus	Thomas	
FS	Ross	Mathieu	
FS	Shamarko	Thomas	

SPECIAL TEAMS

POS	FIRST	2ND
K	Shaun	Suisham
P	Jordan	Berry
LS	Greg	Warren

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK 7 TRIPS – 4B DIVE

RUNNING PLAYS

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Singleback 7 Trips – 4B Dive	Trips Close Z Cross – Inside Zone	Trips Flat – Outside Zone	Singleback Ace – Power G	Gun Trips Bunch – Counter Trey
Shotgun Spread Pair – Inside Zone	Gun Spot Close – Inside Zone	Trips Flat – Jet Sweep	Singleback Ace – Dive	Gun Trips Bunch – Power G
Gun Spot Close – Power G	Trips Flat – Outside Zone	Trips Flat – Counter Trey	Singleback Ace – Power G	Gun Trips HB Wheel – Outside Zone

PASSING PLAYS

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
Gun Trips Bunch Snag – Curl Flat	Gun Trey Y Cross – Dig	Gun Trips Bunch Snag – Curl Flat	Shotgun Trips Bunch Y Cross – Dig	Gun Trips Y Cross – Dig
Gun Trips Bunch Snag – Dig Post	Gun Trips Flat Z Cross – Dig Post	Gun Trips Y Cross – Dig	Gun Trips Bunch Snag – Dig Post	Gun Trips Flat Z Cross – Dig Post
Gun Trips Bunch Snag – Flat Z Cross	Gun Trips Flat – Dig	Gun Spot Close Snag – Curl Flat	Gun Trips Y Cross – Dig	Gun Empty Double Slants – Double Slants

BEST DEFENSIVE PLAYS

BEST RUN 3-4: GIRD – CROSS 3 FIRE

BEST PASS 3-4: GIRD – COVER 3 HARD FLAT

RUN DEFENSE

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
3H Gird – Cross 3 Fire	3H Gird – Shoot Pass Rush	3H Pass – Trio Cover 3 Zone	Quad Line Slot – Quad Line Slot	Nickel 3W5 – Nickel 3W5 Stunt
3H Gird – Cross 3 Fire	3H Gird – Shoot Pass Rush	3H Pass – Trio Cover 3 Zone	Quad Line Slot – Quad Line Slot	Nickel 3W5 – Nickel 3W5 Stunt
3H Gird – Cross 3 Fire	3H Gird – Shoot Pass Rush	3H Pass – Trio Cover 3 Zone	Quad Line Slot – Quad Line Slot	Nickel 3W5 – Nickel 3W5 Stunt

PASS DEFENSE

1ST DOWN	2ND & SHORT	2ND & LONG	3RD & SHORT	3RD & LONG
3H Gird – Cross 3 Fire	3H Gird – Cover 3 Hard Flat	3H Gird – Cover 3 Hard Flat	Nickel 3W5 – Nickel 3W5 Stunt	Nickel 3W5 – Nickel 3W5 Stunt
3H Gird – Cross 3 Fire	3H Gird – Cover 3 Hard Flat	3H Gird – Cover 3 Hard Flat	Nickel 3W5 – Nickel 3W5 Stunt	Nickel 3W5 – Nickel 3W5 Stunt
3H Gird – Cross 3 Fire	3H Gird – Cover 3 Hard Flat	3H Gird – Cover 3 Hard Flat	Nickel 3W5 – Nickel 3W5 Stunt	Nickel 3W5 – Nickel 3W5 Stunt

PEDRO
Madden NFL 17

Name
Houston Texans

MADDEN NFL 17

GAMEPLAY RATING 85

FRANCHISE MODE STRATEGY

Overall Team Rating: 82
Offense: 84
Offensive Scheme: **Air Raid**
Defensive Scheme: **Attacking 3-4**
Defense: 80
Special Teams: 82

2016 TEAM RANKINGS

1st NFL Rank: 24.3 (2)
Passing Offense: **18th**
Rushing Offense: **19th**
Passing Defense: **26th**
Rushing Defense: **16th**

2016 TEAM LEADERS

Passing: **Brock Osweiler 3,659**
Rushing: **Lamar Miller 1,073**
Receiving: **DeAndre Hopkins 1,521**
Tackles: **Brian Cushing 117**
Sacks: **Whitney Mercilus 10.5**
INTs: **Kareem Jackson 4**

KEY ADDITIONS

WR Lucas Miller
LT Jeff Allen (Free Agent)
LG Jeff Adams (Free Agent)

KEY ROOKIES

WR Will Fuller V
RB Alfred Blue
K Kevin Pierzalski

COACH

Bill O'Brien
Offensive Scheme: **Balanced Offense**
Defensive Scheme: **3-4**

OFFENSIVE SCOUTING REPORT

- The Texans will return to the running game starting QB. Although they brought in Brock Osweiler, you should look for other options in the draft and free agency.
- With the loss of RB Arian Foster, the Texans must look to a career fullback and top-5 tier and hire per-pick the talent. The team will want a new rushing leader and as long as the run game improves, they will have a chance for something great in Houston.
- Deandre Hopkins has shown excellent skill and just needs a more consistent chemistry at QB to really take things to the next level.

DEFENSIVE SCOUTING REPORT

- Jadeveon Clowney is an elite talent and could be a star with a healthy season. He should make life for his teammates easy on the defensive side of the ball. Nobody missing him at second to keep offenses guessing.
- The J.J. Watt is the Texans one and only defensive difference maker and he's a dominant force. Build around Brian Cushing in the middle. That's one spot that can't afford to take an injury.
- The Texans have the makings of a solid secondary but not a true one. Is playing heavy Cover 3 early in the season and using shading to get the most out of your players.

SCHEDULE

1	SEP 11	1:00P	BEARS
2	SEP 18	1:00P	CHIEFS
3	SEP 25	8:25P	PATRIOTS
4	OCT 02	1:00P	TITANS
5	OCT 09	1:00P	VIKINGS
6	OCT 16	8:30P	COLTS
7	OCT 24	8:30P (GMT)	BRONCOS
8	OCT 30	1:00P	LIONS
9	BYE WEEK		
10	NOV 13	1:00P	JAGUARS
11	NOV 21	8:30P (EST)	RAIDERS
12	NOV 27	1:00P	CHARGERS
13	DEC 04	1:00P	PACKERS
14	DEC 11	1:00P	COLTS
15	DEC 18	1:00P	JAGUARS
16	DEC 24	8:25P	BENGALS
17	JAN 01	1:00P	TITANS

KEY PLAYERS

KEY OFFENSIVE PLAYER

DEANDRE HOPKINS 91

HB: 6'0" | WT: 200 lbs | Class: Clemson | OVR: 3

OVR 93
SPD 92
ACC 93
AGI 91
AWR 96

50 60 70 80 90 100

- Makes a quality use of the next 90% in the league and it would be surprising to see less than 1,200 yards a season from him.
- Hopkins has everything you can ask for from a WR. Work on his route running and always keep an eye out for him to run your first option.

KEY DEFENSIVE PLAYER

J.J. WATT 98

HB: 6'5" | WT: 290 lbs | Class: Wisconsin | OVR: 5

STR 97
AWR 94
PRC 94
POW 87

50 60 70 80 90 100

- Watt is not only one of the best, but also one of the most versatile linemen in the game.
- Continue to build your defense around him. He is locked up for the long haul.

KEY ROOKIE

WILL FULLER V 85

HB: 6'0" | WT: 190 lbs | Class: Notre Dame | OVR: 8

SPD 93
ACC 93
AGI 92
CTH 79

50 60 70 80 90 100

- Wins on Kyle's Quarterback Card and Catch-n-Traffic ratings and turn him into a major win-now threat.
- Fuller could see a little more awareness on the field, but that may come from him being a rookie. Work on the a little and expect him to do well.

KEY SLEEPER

CHARLES JAMES II 81

HB: 5'9" | WT: 175 lbs | Class: Dartmouth | OVR: 1

SPD 93
ACC 89
AGI 88
PRC 72

50 60 70 80 90 100

- James is a small player who is well balanced. Also develops his core coverage and find him extra time on the field as a returner.
- James can also be used as a returner or special teams if you need an option back there.

DEFENSIVE DEPTH CHART

Pos	Starter	Backup
DE	Brooks	Gaynor
DT	Clowney	Cole
DT	Tuni	Savage
LB	Cushing	Miller
LB	Mercilus	Blue
LB	Watt	Grimes
CB	Tyler	Ervin
CB	Jackson	Finch
CB	Kearney	Hilliard
FS	Joseph	Pruitt
SS	Clarke	Hopkins
SS	Jones	Fuller V
CB	Carroll	Brents, III
CB	Harris	Pruitt
LB	Brooks	Miller
LB	Hyde	Richardson
DE	Joeh	Lake
DT	Jones	Featherston
DT	Ryan	Griffin
DE	Watt	Tomlinson
LB	Stephen	Anderson
LB	Cole	Peters
LB	Clarke	Brown
CB	Jones	Clark
LT	Andrew	McDonald
LG	Cooper	Dos Pilo
LG	Chad	Dorge
C	Hall	Bergstrom
C	Pena	Parker
RG	Watson	Bodine
RG	Hall	Reiss
LT	Allen	Lee
RT	Fisher	Moeaki
RG	Fisher	Bolton
RG	Osweiler	Bodine
RT	Joe	Adams
RT	Lamb	Kynard

OFFENSIVE DEPTH CHART

Pos	Starter	Backup
QB	Brock	Osweiler
HB	Blue	Grimes
FB	Tuni	Savage
HB	Lamar	Miller
HB	Alfred	Blue
HB	Grimes	Grimes
HB	Tyler	Ervin
WR	Hopkins	Finch
WR	Kearney	Hilliard
WR	Joe	Pruitt
WR	Darkenton	Hopkins
WR	Hill	Fuller V
WR	Carol	Brents, III
WR	Harris	Pruitt
WR	Brooks	Miller
TE	Hyde	Richardson
WR	Josh	Lake
LT	Joe	Featherston
TE	Ryan	Griffin
TE	Stephen	Tomlinson
TE	Stephen	Anderson
LT	Cole	Peters
LT	Clarke	Brown
LT	Clark	Clark
LT	Andrew	McDonald
LG	Hester	Dos Pilo
LG	Chad	Dorge
C	Hall	Bergstrom
C	Pena	Parker
RG	Watson	Bodine
RG	Hall	Reiss
LT	Allen	Lee
RT	Fisher	Moeaki
RG	Fisher	Bolton
RG	Osweiler	Bodine
RT	Joe	Adams
RT	Lamb	Kynard

DEFENSIVE DEPTH CHART

Pos	Starter	Backup
DE	Brooks	Gaynor
LE	Clowney	Kamalei
DT	Joeh	Hester
DT	Victor	Williams
DT	Dorsey	Still
DT	Christian	Covington
LE	J.J.	Kamalei
LE	J.J.	Watt
LB	Geoffrey	Pagan
LOLB	Whitney	Mercilus
MLB	Collins	Thompson
MLB	Brian	Cushing
MLB	Bostwick	McKinney
MLB	Alexeis	Dent
ROLB	Max	Bullough
ROLB	Brown	Peters
ROLB	Rashad	Clark
ROLB	Jadeveon	Clowney
DE	Kevin	Johnson
DE	A.J.	Brooks
DE	Johnathan	Joseph
CB	Kareem	Jackson
CB	Kevin	Johnson
CB	A.J.	Brooks
CB	Charles	Jackson
CB	Robert	Nelson
FS	Andre	Hal
FS	Andre	Hal
SS	Lonnie	Ballentine
SS	Quintin	Demps
SS	Eddie	Pleasant
SS	A.J.	Dillon
SS	Rahim	Moorehead
SS	Corey	Moore

SPECIAL TEAMS

Pos	Name	OVR
K	Nick	77
P	Nichols	77
LS	Reese	77

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK ACE – 60 STRETCH

RUNNING PLAYS

FB Cheek	FB Dive Right	HB Counter	HB Dive Left	HB Dive Right
HB Counter Trey Gun Strong	Shotgun Trips Flood Right	Singleback Ace Stretch	Singleback Ace Toss Strong	Singleback Ace Zone Weak
Shotgun Trips Gun Trey Strong	Shotgun Trips Inside Zone	Singleback Ace Counter	Goal Line – Strong	Goal Line – Weak
Singleback Split Zone Strong	Shotgun Trips Outside Zone	Singleback Ace Power	Goal Line – HB Dive	Goal Line Quarterback Sneak

BEST PASS: SINGLEBACK Y-TRIPS TEXAN – WR POST

PASSING PLAYS

HB Leak	HB Screen	HB Swing	HB Swing Y Cross	HB Wheel
Singleback Trips Drive	Singleback Trips Mesh	Singleback Trips Y Cross	Singleback Trips Y Stick	Singleback Trips Y Stick Nod
Singleback Trips Stick Nod	Singleback Ace Curl Flat	Singleback Ace Flood	Singleback Ace Post Corner	Singleback Ace Y Stick
Shotgun Trips Flood	Shotgun Trips Mesh	Shotgun Trips Post Corner	Shotgun Trips Y Cross	Shotgun Trips Y Stick
Shotgun Trips Stick Nod	Shotgun Trips Y Stick	Shotgun Trips Y Stick Nod	Shotgun Trips Y Stick Wheel	Shotgun Trips Y Stick Wheel

BEST DEFENSIVE PLAYS

BEST RUN D: 34 DIME – COVER 4 MIKE

RUN DEFENSE

46 Goal	46 Dime	46 Goal – Tight	46 Goal Line Mike	46 Goal Line Will
46 Goal Line Sam	46 Goal Line Stack	46 Goal – Tight	46 Goal Line Stack	46 Goal Line Stack
46 Goal Line Stack	46 Goal Line Stack	46 Goal – Tight	46 Goal Line Stack	46 Goal Line Stack

BEST PASS D: 34 DIME – COVER 4 DROP SHOW 2

PASS DEFENSE

46 Dime	46 Dime – Cover 4 Mike	46 Dime – Cover 4 Will	46 Dime – Cover 4 Will Show 2	46 Dime – Cover 4 Will Show 3
46 Dime – Cover 4 Will Show 4	46 Dime – Cover 4 Will Show 5	46 Dime – Cover 4 Will Show 6	46 Dime – Cover 4 Will Show 7	46 Dime – Cover 4 Will Show 8
46 Dime – Cover 4 Will Show 9	46 Dime – Cover 4 Will Show 10	46 Dime – Cover 4 Will Show 11	46 Dime – Cover 4 Will Show 12	46 Dime – Cover 4 Will Show 13
Nickel 2-4 Drop Show 2	Nickel 2-4 Drop Show 3	Nickel 2-4 Drop Show 4	Nickel 2-4 Drop Show 5	Nickel 2-4 Drop Show 6
Nickel 2-4 Drop Show 7	Nickel 2-4 Drop Show 8	Nickel 2-4 Drop Show 9	Nickel 2-4 Drop Show 10	Nickel 2-4 Drop Show 11
Nickel 2-4 Drop Show 12	Nickel 2-4 Drop Show 13	46 Dime – Cover 4 Drop Show 2	46 Dime – Cover 4 Drop Show 3	46 Dime – Cover 4 Drop Show 4
Nickel 2-4 Drop Show 4	Nickel 2-4 Drop Show 5	Nickel 2-4 Drop Show 6	Nickel 2-4 Drop Show 7	Nickel 2-4 Drop Show 8
Nickel 2-4 Drop Show 9	Nickel 2-4 Drop Show 10	Nickel 2-4 Drop Show 11	Nickel 2-4 Drop Show 12	Nickel 2-4 Drop Show 13

EA SPORTS MADDEN NFL 17

Game
Tennessee Titans

FRANCHISE MODE STRATEGY

- Overall Team Rating: 82
- Offense: 84
- Defense: 81
- Offensive Scheme: Balanced Offense
- Defensive Scheme: 3-4 Hybrid
- Head Coach: Mike Mularkey

2016 TEAM RANKINGS

- 4th Off. Rushing Yards
- Passing Offense: 28th
- Rushing Offense: 4th
- Passing Defense: 16th
- Rushing Defense: 1st

2016 TEAM LEADERS

- Passing: Marcus Mariota, 2,818
- Rushing: DeMarco Murray, 1,287
- Receiving: Delanie Walker, 1,088
- Sacks: Jurrell Casey, 7
- Int: Jason McCourty, 3

KEY ADDITIONS

- HB DeMarco Murray
- FB Kedric Johnson
- DT Sylvester Williams

KEY ROOKIES

- RT Jack Conklin
- CB Kevin Johnson
- KR/PR Kevin Dodd

COACH

- Mike Mularkey
- Age: 54
- Offensive Scheme: Balanced Offense
- Defensive Scheme: 3-4 Hybrid

OFFENSIVE SCOUTING REPORT

- Coach of Luck reverses the running scheme QB Marcus Mariota the face of the franchise. His talent will allow you to run the ball and throw it.
- Mularkey's offensive coach coordinator manages an RB-led season, and hopefully has new QB and offensive system will help him to continue to improve. Mularkey's offensive line has experience but will work mainly despite its size and strength.
- Look for a good physical receiver, but give the edge to Green-Beckham and see what he can become. Use Kendall Wright and Harry Douglas as your best targets over the middle, and look to pick up yards after the catch.

DEFENSIVE SCOUTING REPORT

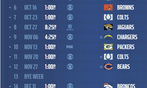
- Second-tier pass rushers will be the edge of a dominant run defense and change of pace for this defense. Use the power moves and acceleration to get after the QB. Facing him with 12 Personnel will protect the O-line from the run game, and they will make a good option.
- Having the veteran LB Brown-Orlando promotes an excellent opportunity. He's the perfect fit for the Titans' defensive scheme and will be a leader in the middle of the defense. Use him to spy the QB and make sure he's in the right position.
- The Titans' secondary is average, so try to draft a safety who can play both deep and in the box. Use the middle, and look to pick up yards after the catch.

SCHEDULE

1	SEP 11	1:00PM	PHI	VIKINGS
2	SEP 18	1:00PM	@	LIONS
3	SEP 25	1:00PM	@	RAIDERS
4	OCT 02	1:00PM	@	TEXANS
5	OCT 09	1:00PM	@	STEELERS
6	OCT 16	1:00PM	@	BROWNS
7	OCT 23	1:00PM	@	COLTS
8	OCT 27	8:25PM	@	JAGUARS
9	NOV 06	4:25PM	@	CHARGERS
10	NOV 13	1:00PM	PHI	PACKERS
11	NOV 20	1:00PM	@	COLTS
12	NOV 27	1:00PM	@	BEARS
13	BYE WEEK			
14	DEC 11	1:00PM	@	BRONCOS
15	DEC 18	1:00PM	@	CHIEFS
16	DEC 24	1:00PM	@	JAGUARS
17	JAN 01	1:00PM	@	TEXANS

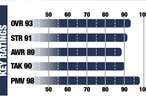
KEY PLAYERS

KEY OFFENSIVE PLAYER



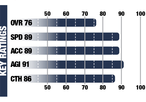
- Strike out the biggest or fastest target, but he can consistently find holes in the defense.
- Strikes is one of the best run blockers in the game at the TE spot.

KEY DEFENSIVE PLAYER



- Casey doesn't have the biggest frame on the team, but he's still extremely strong against the run and pass.
- Shifts Casey inside on passing downs to keep him on the field.

KEY ROOKIE



- Wins as a bruiser to wear out his foe on the short area.
- The Titans need a solid back. Continue to work with Henry and see his youth to turn him into a perfect fit for your scheme.

KEY SLEEPER

- Green-Beckham has the size to become a 70-catching machine at the next level.
- Continue to develop his route running to turn him into a threat all over the field.

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	Derrick Morgan	79
NT	Sylvester Williams	75
RE	Jurrell Casey	93
LOLB	DeMarco Murray	83
MLB	Avery Williamson	75
ROLB	Derrick Morgan	79
CB	Perrish Cox	73
CB	Jason McCourty	73
FS	Michael Griffin	77
SS	Da'Norris Searcy	73
NB	Brice McCain	73
NB	Coty Sensabaugh	71
NB	Tye Smith	69
NB	Antwon Blake	69
NB	Curtis Riley	68
NB	Jayon Brown	68
NB	Kevin Dodd	68
NB	Jalen Reeves-Maybin	68

DEFENSIVE DEPTH CHART

POS	NAME	OVR
LE	DeQuan Jones	67
LE	Kamalei Correa	67
LE	Mario Edwards	65
NT	Al Woods	75
RE	Austin Johnson	70
RE	Josh Carraway	70
RE	Karl Klug	73
LOLB	Wesley Woodyard	81
LOLB	Derrick Morgan	81
LOLB	Zaviera Hicks	67
LOLB	Jayon Brown	68
MLB	Wesley Woodyard	81
MLB	Avery Williamson	75
ROLB	Brian Orakpo	82
ROLB	Kevin Dodd	68
ROLB	Jalen Reeves-Maybin	68
CB	Perrish Cox	73
CB	Jason McCourty	73
CB	Coty Sensabaugh	71
CB	Tye Smith	69
CB	Antwon Blake	69
CB	Curtis Riley	68
FS	Michael Griffin	77
SS	Da'Norris Searcy	73
K	Ryan Succop	81
P	Brett Kern	80

SPECIAL TEAMS

POS	NAME	OVR
K	Ryan Succop	81
P	Brett Kern	80

BEST OFFENSIVE PLAYS

BEST RUN: SINGLEBACK GOOSE CLOSE – HB STRETCH

RUNNING PLAYS

Singleback Stretch Power / Inside Zone	I Form Pro Trips Power / Inside Zone	I Form Pro Power / Iso	I Form Jumbo Power / Iso	Ace Y Heavy HB Wk Power / Iso	Ace Y Heavy Iso / Power
Ace Y Close Open Inside Zone	Ace Y Trey HB Inside Zone	I Form Tight Iso / Power	I Form Jumbo Tight Iso / Power	Ace Wing 2 Te Flex Inside Zone	Ace Y Trey Close Inside Zone
Singleback Bunch Inside Zone	Weak Close - HB Iso	Weak I Form Iso / Power	I Form Tight Iso / Power	Ace Y Heavy - HB Counter	Ace Trips Y Heavy Read Option

BEST PASS: GUN BUNCH WR - MESH

PASSING PLAYS

Singleback Bunch Mesh / Dig	Ace Y Heavy Mesh / Dig	Ace Y Heavy Flood / Dig	Ace Y Trey Flood / Dig	Ace Y Trey Flood / Dig	Ace Trey Close Flood / Dig
Ace Trips Flex Levels Post	Ace Trey Flex Flood / Dig	Weak Close Flood	Empty Y Trey Flood / Dig	Ace Trey Y Flex Flood / Dig	Ace Trey Open Flood / Dig
Ace Trey Open Levels Post	Ace Trey Y Flex Flood / Dig	Empty Trey Flood / Dig	Ace Trey Flex Flood / Dig	Ace Trips Flex Flood / Dig	Ace Y Trey Open Flood / Dig

BEST DEFENSIVE PLAYS

BEST RUN: 3-4 DIVE – PASS DEF 3

RUN DEFENSE

3-4 Dive Pass Def 3	3-4 Cover 1 Double Cover 1	3-4 Cover 1 Pass Def 3	3-4 Stack Cover 1	Nickel 3-3 Stack Cover 1	Nickel 3-3 Dive Cover 1
3-4 Over Cover 1	3-4 Over - Cover 1 Double	Nickel 3-3 Over Cover 1	3-4 Over Pass Def 3	Nickel 3-3 Over Pass Def 3	Big Nickel 4-2-5 Cover 1

BEST PASS: D: 3-3 DIVE – TAMPA 2

PASS DEFENSE

3-4 Dive Tampa 2	3-4 Cover 1 Double Quarters	3-4 Cover 1 Tampa 2	3-4 Stack Cover 3	Nickel 3-3 Stack Cover 3	Nickel 3-3 Dive Tampa 2
3-4 Over Cover 3	3-4 Over - Cover 3 Double	Nickel 3-3 Over Cover 3	3-4 Over Tampa 2	Nickel 3-3 Over Tampa 2	Big Nickel 4-2-5 Cover 3

MADDEN NFL 17

Name
Minnesota Vikings

GAMEPLAY RATING 85

FRANCHISE HUDS STRATEGY

Overall Team Rating: 85
Offense: 84
Defense: 86
Offensive Scheme: **Multi Offense**
Defensive Scheme: **Multi 4-3**
Record: **0W - 0L - 0T**

2016 TEAM RANKINGS

1st NFC East (1-3 ES)
Passing Offense: 14th
Rushing Offense: 30th
Passing Defense: 16th
Rushing Defense: 17th

2016 TEAM LEADERS

Passing: **Teddy Bridgewater**, 1,223
Rushing: **Jerick McKinnon**, 384
Receiving: **Adrian Peterson**, 297
Sacks: **Everson Griffen**, 10.5
Tackles: **Eric Kendricks**, 91

KEY ADDITIONS

RB Dan Bailey
OT Riley Reiff
FS Michael Griffin

KEY MISSES

CB Stefhentric Alexander
RT Jake Fisher
FS Jaquiski Tartt

COACH

Mike Zimmer
Offense Scheme: **Multi Offense**
Defensive Scheme: **Base 4-3**

OFFENSIVE SCOUTING REPORT

- QB Sam Bradford had a solid season and proved he has accuracy across all ranges of the field. Develop the throwing power to allow him to take shots downfield to push his WRs.
- RB Adrian Peterson is still the anchor of this offense. He's a workhorse and can still be a star. For the future, allow Jerick McKinnon the chance to start Peterson. He showed some flashes of speed last season.
- WR is concerning for now resting on Stefon Diggs and Laquon Treadwell. Jarius Wright and Cordarrelle Patterson if they are going to be used as receivers. Diggs is a very good route runner and has some playmaking ability. Treadwell is a big target for Bradford, who must push to help Treadwell. Let him become a go-to option on third down.

DEFENSIVE SCOUTING REPORT

- The Vikings' defense has been huge over the last couple of years with Everson Griffen being named pro bowl in 2015, but they will be losing Linval Joseph to the Giants in free agency. Their defense is still very good and will be a force to be reckoned with. Anthony Barr is also a force on the edge and is a threat to get to the QB.
- While MLB Eric Kendricks is a shoe-in for the Vikings' defense, consider going for some lions to develop before the others. They missed on coverage and can be a liability in the middle of the field. Barr is the other spot to find talent at LB.
- FS Harrison Smith has been key to a tough year with a new fan for football. Let him use his tremendous zone coverage skills to his advantage. Make sure you are all in perfect balance from the Vikings.

SCHEDULE

1	SEP 11	1:00P	PHI	TITANS
2	SEP 18	8:30P	@	PACKERS
3	SEP 25	1:00P	@	PANTHERS
4	OCT 02	8:30P	WAS	GIANTS
5	OCT 09	1:00P	@	TEXANS
6	BYE WEEK			
7	OCT 23	1:00P	PHI	EAGLES
8	OCT 30	8:30P	WAS	BEARS
9	NOV 06	1:00P	PHI	LIONS
10	NOV 13	1:00P	@	REDSKINS
11	NOV 20	1:00P	@	CARDINALS
12	NOV 24	12:30P	@	LIONS
13	DEC 01	8:25P	@	COWBOYS
14	DEC 11	1:00P	@	JAGUARS
15	DEC 18	1:00P	@	COLTS
16	DEC 24	1:00P	@	PACKERS
17	JAN 01	1:00P	PHI	BEARS

KEY PLAYERS

KEY OFFENSIVE PLAYER

ADRIAN PETERSON #28
HB **6'0"** 217 lbs 33 years old Oklahoma 10 Y

- Active Peterson is still an extremely physical runner, and the stiff arm remains his best move when taking on a tackler.
- Peterson's agility allows him to change take-offs behind the line of scrimmage, which is worth 10 rushes with 90 Strength.

KEY DEFENSIVE PLAYER

HARRISON SMITH #22
FS **6'2"** 209 lbs Notre Dame 5 Y

- Elite is a transformative ability for the Vikings. He allows their CBs to take chances.
- Continue to improve on Smith's play recognition, which will allow you to focus on the DB position instead.

KEY RISING

MACKENSIE ALEXANDER #20
CB **5'10"** 195 lbs Clemson 1 Y

- Increase him as a high Pursuit rating, giving him the ability to pursue the receiver more effectively.
- Encounter is a high-level speed and one of the fastest players on the field. Use that to play where you find the defense might need you most.

KEY SLEEPER

BRANDON WATTS #58
HB **6'0"** 212 lbs Georgia Tech 1 Y

- Watts needs to find a pass-rushing move quickly to take advantage of his speed off the edge.
- Pair Watts with Barr off the edge and you will have one of the fastest pass-rushing combos in the league.

DEFENSIVE DEPTH CHART

POS	NAME	NAME
DE	Griffen	Floyd
DE	Jones	Wake
DT	Joseph	Allen
DT	Hunter	Hankins
DE	Kirksey	Peterson
LB	Barr	Anderson
LB	Reid	Hobbs
LB	Munnerlyn	Pressley
CB	Davis	Line
CB	Waynes	Diggs
SAF	Charles	Johnson
SAF	Harrison	Treadwell
SAF	Jones	Wright
SAF	Clarkemalle	Patterson
SAF	Green	Thielen
SAF	Henry	Boatwright
TE	Kyle	Rudolph
TE	McCrea	Pruitt
TE	Reed	Ellison
TE	Shallman	Morgan
TE	Brown	Lauchland
TE	Kuzon	Carter
TE	Kuzon	McDermott
LT	Acker	Kalil
LT	Acoba	Smith
LG	Austin	Shepherd
LG	Brandes	Fusco
C	Fusco	Bowers
LG	Zito	Kelly
C	John	Sullivan
C	Jeni	Berger
RG	Allen	Easton
RG	Mike	Boone
RT	Reiff	Harris
RT	Pitz	Loadholt
RT	Jones	Dominique
C	Johnson	Stiles

DEFENSIVE DEPTH CHART

POS	NAME	NAME
LE	Griffen	Floyd
LE	Wake	Hankins
LE	Joseph	Tuitele
LE	Zach	Moore
LE	Linval	Joseph
LE	Sharrif	Floyd
LE	Tom	Johnson
LE	Kennie	Ellis
LE	Shamar	Stephenson
LE	R.J.	Dubose
LE	Everson	Griffen
RE	Danielle	Hunter
RE	Stephen	Weatherly
LOLB	Anthony	Barr
LOLB	Edmond	Robinson
MLB	Eric	Kendricks
MLB	Audie	Cole
MLB	Kentrell	Brothers
MLB	Chad	Greenway
ROLB	Emmanuel	Lamur
ROLB	Brandon	Watts
CB	Terence	Newman
CB	Xavier	Rhodes
CB	Mackensie	Alexander
CB	Captain	Munnerlyn
CB	Trae	Waynes
CB	Marcus	Peoples
CB	Jabari	Price
CB	Glenn	Wilson
FS	Harrison	Smith
FS	Michael	Griffin
FS	Andrew	Sendejo
FS	Anthony	Harris
SS	Andrew	Sendejo
SS	Jayron	Thomas

SPECIAL TEAMS

POS	NAME	NAME
K	Blair	Walsh
P	Jeff	Locke

BEST OFFENSIVE PLAYS

BEST RUN: I FORM TIGHT PAIR – VIKES POWER O

RUNNING PLAYS

RUN GAME	RUN RIGHT	RUN RIGHT	RUN LEFT	RUN LEFT	RUN LEFT
I Form Tight Vikes Power O	Shotgun Trips Counter Vikes	Pro Formation Pro Counter Trey	Shotgun Trips Counter Trey	Pro Formation Power I Pass	I Form Tight Counter Vikes
Jet Sweep Pass Slot Fade	Shotgun Trips Slot Hitch	Pro Formation Power I Pass	Shotgun Trips Slot Fade	Pro Formation Y Cross	I Form Tight Slot Fade
Weak Pitch Inside Zone	Pro Ace Weak Pitch	Singleback Weak Pitch	I Form Tight Inside Zone	Pro Ace Near Weak Pitch	Pro Ace Near Inside Zone

BEST PASS: SINGLEBACK TIGHT DOUBLES – SHAKES

PASSING PLAYS

PASS GAME	PASS RIGHT	PASS RIGHT	PASS LEFT	PASS LEFT	PASS LEFT
Shakes Flood Right	Trey Deep Middle Trey Flood	Singleback Ace Shakes	Trey Deep Middle Trey Flood	Shotgun Trips Shakes	Trey Deep Middle Trey Flood
Jet Sweep Pass Slot Fade	Trey Deep TE Trey Flood	Singleback Ace Slot Fade	Trey Deep TE Offset Trey Flood	Shotgun Trips Slot Fade	Trey Deep Middle Trey Flood

BEST DEFENSIVE PLAYS

BEST RUN D: 46 NORMAL – INSIDE BLITZ

BEST PASS D: MODEL 3-3-5 NICKEL – COVER 4 ZONE 2

RUN DEFENSE

RUN GAME	RUN RIGHT	RUN RIGHT	RUN LEFT	RUN LEFT	RUN LEFT
4-3 Normal Inside Blitz	4-3 Cover Pre Inside Blitz	46 Normal Inside Blitz	Quarters 4-3-3 Inside Blitz	Nickel Normal Inside Blitz	Nickel Base 4 Inside Blitz
4-3 Cover Inside Blitz	4-3 Cover Pre Inside Blitz	46 Normal Inside Blitz	Quarters 4-3-3 Inside Blitz	Nickel Normal Inside Blitz	Nickel Base 4 Inside Blitz

PASS DEFENSE

PASS GAME	PASS RIGHT	PASS RIGHT	PASS LEFT	PASS LEFT	PASS LEFT
4-3 Normal Cover 4 Zone 2	4-3 Cover Pre Cover 4 Zone 2	46 Normal Cover 4 Zone 2	Quarters 4-3-3 Cover 4 Zone 2	Nickel Normal Cover 4 Zone 2	Nickel Base 4 Cover 4 Zone 2
4-3 Normal Cover 4 Zone 2	4-3 Cover Pre Cover 4 Zone 2	46 Normal Cover 4 Zone 2	Quarters 4-3-3 Cover 4 Zone 2	Nickel Normal Cover 4 Zone 2	Nickel Base 4 Cover 4 Zone 2

PRIME GAMING
Accessibility
Glossary
MADDEN NFL 17
Pace
Pace is the speed at which the offense runs the ball. Pace can be set on the pre-play screen and in the pause menu. Pace options are Hurry Up, Normal, and Slow.
Aggressive Catch
Aggressive Catch – The catch mechanism allows you to aggressively attempt to secure the ball at its highest point. It can be triggered manually by pressing A / X / Cross / Square, or when the ball is in the air, you do not need to be stroked on the receiver.
Audible/Juking
Audible/Juking – the act of running the live and then changing your play. If you call something in the huddle and get to the line of scrimmage and realize the defense is lining up and running something different than you expected, you want to call an audible. This allows you to change your play to something you think will work better. You can set up to five audibles before the game starts in the Playbook section of the Settings menu.
B Gap
B Gap – The gap that is the offensive tackle's inside shoulder and the guard's outside shoulder. There is one on each side of the ball. The gap is the space between the offensive tackle and guard.
Blitz
Blitz – To offense: the defense may work to trick you by bringing more defenders toward your QB than you can block. On defense: you can send more than the four defensive linemen to rush the quarterback. Blitzing can be a very effective way to pressure the QB, but it leaves you vulnerable to big plays if the offense makes the right adjustments.
Block a Halfback
Block a Halfback – Running a halfback is done by pulling a player behind the line and into a blocking hole route. This will help a halfback get through the hole and into the second level of the defense.
Blue Routes
Blue Routes – This is a form of timed routes, which tells your offensive player (whose route is blue) to keep their blocking assistance for two seconds.
Bump and Run
The Bump and Run – The press defense before the snap allows the defensive man-on-the-LOS (e.g. Looking at the ball can help you to time the bump) to disrupt the receiver's timing as it runs its pattern downfield.
Bunch Set
Bunch Set – Three players clustered tightly together on one half of the field makes a bunch set. This is great for flooding defenses with short passes.
C gap
C gap – The C gap refers to the offensive line and is just outside of either tackle. It can be thought of as "the edge."
Center
Center – The player who starts the play by hiking the ball to the QB. He is the only player on the offensive line who can run downfield and generally is where offensive lines start to form.
Check Down
Check Down – To dump off the ball to a receiver underneath as a safety valve, especially when every part of your options are covered.
Cheese Shot
Cheese – The safety in the pass-safety scenario allows you to run off additional secondary DB, this is known as cheese scouts. This speeds up the end of a game when the score isn't close.
Clicking and a Pass
Clicking and a Pass – The act of switching your player control by control someone close to the action. Clicking and the RB and hand to make the catch.
Coverage
Coverage – A specific set of routes that work together to beat a specific defense. For example, a short coverage is being used when running routes on short.
Coverage Catch
Coverage Catch – A mechanic that allows a receiver to focus on catching the ball and securing it rather than worrying about the defender. Coverage catch is triggered by pressing and holding the catch button as the ball arrives.
Coverage Switch
Coverage Switch – Switching between the defensive player you are playing as.
Crash Down
Crash Down – To move quickly from tight together on one half of the field makes a bunch set. This is great for flooding defenses with short passes.
Crossing Routes
Crossing Routes – Two players running routes that cross each other's paths.
Curl
Curl – A route where a player runs downfield and then turns around to face the quarterback.
Cut
Cut – A route where a player runs downfield and then turns around to face the quarterback.
Defensive Assignment
Defensive Assignment – Assigning the ball carrier to a defensive player.
Defensive Coverage
Defensive Coverage – Defensive coverage is the way defensive players are assigned to cover receivers.
Defensive Line
Defensive Line – The defensive line is the group of players who line up directly across the line of scrimmage from the offensive line. They are the most aggressive defensive players and are responsible for rushing the quarterback and stopping the run.
Defensive Pursuit
Defensive Pursuit – Defensive pursuit is the act of moving your defensive players down the field to make sure they are in position to make a play on the ball carrier.
Defensive Scheme
Defensive Scheme – The defensive scheme is the way you set your defense to stop the opposing offense. Schemes are made up of a number of defensive linemen, linebackers, and defensive backs.
Delay
Delay – A play where a player runs downfield and then waits before turning around to face the quarterback.
Dime
Dime – A defensive formation with six defensive backs.
Dive
Dive – A running play where the ball carrier dives forward.
Double Coverage
Double Coverage – Double coverage is when two defensive players are assigned to cover the same receiver.
Double Team
Double Team – Double teaming is when two offensive players block the same defensive player.
Draw
Draw – A play where the quarterback fakes a pass and then hands off to a running back.
Drive
Drive – A drive is a series of plays that starts when one team gets the ball and ends when that team scores, turns the ball over, or punts the ball.
Dropback
Dropback – A dropback is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Pass
Dropback Pass – A dropback pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Protection
Dropback Protection – Dropback protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Scramble
Dropback Scramble – A dropback scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Set
Dropback Set – A dropback set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing
Dropback Timing – Dropback timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Pass
Dropback Timing Pass – A dropback timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Scramble
Dropback Timing Scramble – A dropback timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Set
Dropback Timing Set – A dropback timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw
Dropback Timing Throw – A dropback timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Protection
Dropback Timing Throw Protection – Dropback timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Scramble
Dropback Timing Throw Scramble – A dropback timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Set
Dropback Timing Throw Set – A dropback timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing
Dropback Timing Throw Timing – Dropback timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Pass
Dropback Timing Throw Timing Pass – A dropback timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Scramble
Dropback Timing Throw Timing Scramble – A dropback timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Set
Dropback Timing Throw Timing Set – A dropback timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw
Dropback Timing Throw Timing Throw – A dropback timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Protection – Dropback timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Scramble – A dropback timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Set – A dropback timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing is the way a quarterback times his throws when he is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Pass – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing pass is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Scramble – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing scramble is when a quarterback who has dropped back from the line of scrimmage runs with the ball.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Set – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing set is when a quarterback moves backwards from the line of scrimmage after the snap.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw – A dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw is a pass thrown by a quarterback who has dropped back from the line of scrimmage.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Protection – Dropback timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw timing throw protection is the way offensive players block defensive players when the quarterback is dropping back to pass.
Dropback Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Throw Timing Thro

Appendix

Achievements

ACHIEVEMENT NAME	DESCRIPTION	XBOX POINTS	PS TROPHY	PS POINTS
Going for Gold	Earn gold from a drill inside the Skills Trainer	100	Gold	90
Understanding	Earn at least one bronze medal in all drills inside of Skills Trainer	140	Silver	30
Threw Down the Gauntlet Again	Defeat the level 25 boss of the Skills Trainer Gauntlet	50	Gold	90
Run Degree	Earn at least a bronze medal in all six run concepts inside of Skills Trainer	20	Bronze	15
Early Bird	Get hit with a neutral zone infraction penalty (no SuperSim or Practice mode)	10	Bronze	15
Assisted	Record four assisted tackles in one game (no SuperSim or Practice mode)	25	Bronze	15
Lab Rat	Change one or more penalty sliders in the Settings menu	10	Bronze	15
Turn Down for Watt	Make a user-pick with J.J. Watt (no SuperSim or Practice mode)	20	Silver	30
Put Some Touch On It	Throw a TD using the touch pass (no SuperSim or Practice mode)	10	Bronze	15
Peanut Punch	Successfully use the strip ball mechanic (no SuperSim or Practice mode)	10	Bronze	15
Now Do It Again	Complete your first draft	10	Bronze	15
Good On Paper	Draft a team with an Overall rating greater than 82 in Draft Champions	50	Gold	90
Draft With Style	Build a team style (five players of a particular team style)	35	Silver	30
The Champion	Complete a draft without losing a single game	20	Bronze	15
Snickers You're Not You When You're Losing	Come back and win when trailing by 17+ points (no SuperSim or Co-op)	30	Silver	30
That Was Easy	Enter Draft Champions mode	5	Bronze	15
Grindin' Solos	Win a MUT solo challenge	20	Bronze	15
Negotiator	Win a MUT auction	15	Bronze	15
Beyond A Hobby	Complete a MUT set	20	Bronze	15
Why Not Me In The Super Bowl?	Make it to a MUT seasons' Super Bowl	50	Gold	90
This Is My Ultimate Team	Create a MUT team	10	Bronze	15
Stay Focused	Earn a first-round bye in Ultimate Team seasons	25	Bronze	15
Lay It All On The Line	Make the playoffs in Ultimate Team seasons	20	Bronze	15
Sammy Watkins Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 25	10	Bronze	15
Ha-Ha Clinton-Dix Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 125	10	Bronze	15
Teddy Bridgewater Legact Award	Using a created player, coach, or owner, surpass a legacy score of 300	10	Bronze	15
Le'Veon Bell Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 800	10	Bronze	15
Matt Ryan Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 1,500	10	Bronze	15
Ndamukong Suh Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 3,600	20	Bronze	15
Marshawn Lynch Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 6,500	25	Bronze	15
Darrelle Revos Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 9,500	30	Bronze	15
Walter Payton Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 15,450	50	Silver	30
Peyton Manning Legacy Award	Using a created player, coach, or owner, surpass a legacy score of 20,000	75	Gold	90
Online Next?	Complete a single-player Draft Champions event	10	Bronze	15
Great Pick	Draft a player with an Overall rating at least 10 points higher than the base team	10	Bronze	15
Draftaholic	Complete five Draft Champions events	25	Silver	30

Appendix
Credits

Written by Dan Herrera, Peter Calefato, and Zachary Neal

© 2016 DK/Prima Games, a division of Penguin Random House LLC. Prima Games® is a registered trademark of Penguin Random House LLC. All rights reserved, including the right of reproduction in whole or in part in any form.

The Prima Games logo and Primagames.com are registered trademarks of Penguin Random House LLC, registered in the United States. Prima Games is an imprint of DK, a division of Penguin Random House LLC, New York.

DK/Prima Games, a division of Penguin Random House LLC

6081 East 82nd Street, Suite #400

Indianapolis, IN 46250

© 2016 Electronic Arts Inc. EA, EA SPORTS, the EA SPORTS logo, EA SPORTS IGNITE, the EA SPORTS IGNITE logo and Ultimate Team are trademarks of Electronic Arts Inc. The mark ‘John Madden” and the name, likeness and other attributes of John Madden reproduced on this product are trademarks or other intellectual property of Red Bear, Inc. or John Madden, are subject to license to Electronic Arts Inc., and may not be otherwise used in whole or in part without the prior written consent of Red Bear or John Madden. All rights reserved. Officially Licensed Product of NFL PLAYERS INC. and NFLPLAYERS.COM. NFL and NFL Shield are trademarks of NFL Properties LLC. Team names, logos, and uniforms are trademarks of the respective NFL Member Clubs.

Based on a game rated by the ESRB:

Please be advised that the ESRB ratings icons, “EC”, “E”, “E10+”, “T”, “M”, “AO”, and “RP” are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1750-2

Printing Code: The rightmost double-digit number is the year of the book’s printing; the rightmost single-digit number is the number of the book’s printing. For example, 16-1 shows that the first printing of the book occurred in 2016.

19 18 17 16 4 3 2 1

001-303894-August/2016

Printed in the USA.

CREDITS

Senior Development Editor

David B. Bartley

Book Designer

Tim Amrhein

Production Designer

Justin Lucas

Production

Sara Maher

Copy Editors

Angie Mateski

Serena Stokes

PRIMA GAMES STAFF

VP & Publisher

Mike Degler

Editorial Manager

Tim Fitzpatrick

Design and Layout Manager

Tracy Wehmeyer

Digital Design and Layout

Colin King

Licensing

Christian Sumner

Paul Giacomotto

Marketing

Katie Hemlock

Digital Publishing

Julie Asbury

Tim Cox

Shaida Boroumand

Operations Manager

Stacey Ginther

ACKNOWLEDGMENTS

Everyone at Prima Games would like to express our gratitude to the team at EA SPORTS. Your combined time and talent have helped make this guide great.

Madden Mobile

Madden NFL 17 Mobile

Madden NFL 17 Mobile brings back many features that it boasted last year, as well as many new features that have been called for by the mobile game's community.

LIVE EVENTS

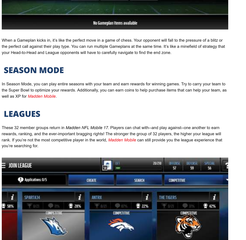
Live Events are back again in Madden NFL 17 Mobile. Compete in Live Events to earn collectibles that go towards programs that are released throughout the year. These collectibles will go into sets to earn rewards to help upgrade your Ultimate Team in Madden Mobile! These Live Events have timers that run down, so make sure to complete them while they are active. Check back frequently to you don't miss out on potential rewards!

HEAD-TO-HEAD

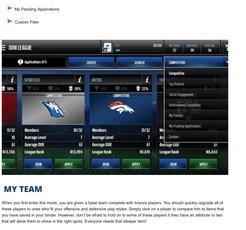
Climb the leaderboard and go head-to-head against other Madden NFL Mobile 17 players. In this mode, you only play on offense and attempt to outsmart your opponent's offense by using the brand new "Gameplan" feature. If you win, you will defeat some of your opponent's items to add to your total. You can play this mode against your friends, too. But be careful, if you defeat them too often, they may become bitter rivals!

DEFENSIVE GAMEPLAN

Collect items that you can throw into your Defensive Gameplan and dictate which plays your Head-to-Head or League opponents can and can't run against you. These gameplans can also increase certain player ratings during the game. Make sure to scout your opponents ahead of time so you know what to call against them when the heat is on!



- Gameplan Item Types Include:
- Defensive Unit Gameplan Items
- Two Point Gameplan Items
- Play Counter Items
- Play Type Counter Items
- Scenario Attribute Modifier



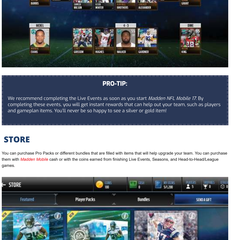
When a Gameplan kicks in, it's like the perfect move in a game of chess. Your opponent will fall to the pressure of a blitz or the perfect call against their play type. You can run multiple Gameplans at the same time. It's like a minefield of strategy that you'll have to Head-to-Head and League opponents will have to constantly navigate to find the end zone.

SEASON MODE

In Season Mode, you can play entire seasons with your team and earn rewards for winning games. Try to carry your team to the Super Bowl to optimize your rewards. Additionally, you can earn coins to help purchase items that can help your team, as well as XP for Madden Mode.

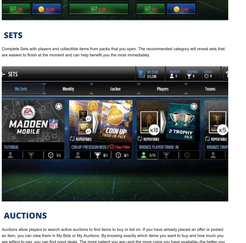
LEAGUES

These 32 member groups return in Madden NFL Mobile 17. Players can chat with and play against one another to earn rewards, ranking, and the ever important bragging rights! The stronger the group of 32 players, the higher your leaderboard will rank. If you're not the most competitive player in the world, Madden Mobile can still provide you the league experience that you're searching for.



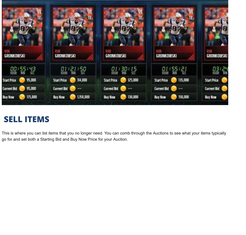
LEAGUE TYPE FILTERS:

- Competitive
- Top Ranked
- Social Engagement
- Achievement Completion
- My Friends (leagues your friends are in)
- My Pending Applications
- Custom Filter



MY TEAM

When you first enter this mode, you are given a base team complete with bronze players. You should quickly upgrade all of these players to silver as soon as you can to maximize your potential. You can also use a player to compare him to items that you have earned in your locker. However, don't be afraid to hold on to some of these players if they have an attribute or two that will allow them to shine in the right spots. Everyone needs that sleeper item!



PRO-TIP:

We recommend completing the Live Events as soon as you start *Madden NFL Mobile 17* by completing these events, you will get instant rewards that can help out your team, such as players and gameplan items. You'll never be so happy to see a silver or gold item!

STORE

You can purchase Pro Packs or different bundles that are filled with items that will help upgrade your team. You can purchase them with Madden Mobile cash or with the coins earned from finishing Live Events, Seasons, and Head-to-Head/League games.

SETS

Complete Sets with players and collectible items from packs that you open. The recommended category will reveal sets that are easiest to finish at the moment and can help benefit you the most immediately.

AUCTIONS

Auctions allow players to search active auctions to find items to buy or bid on. If you have already placed an offer or posted an item, you can view them in My Bids or My Auctions. By knowing exactly which items you want to buy and how much you are willing to pay, you can find good deals. The more patient you are and the more coins you have available–the better you will do. You can use Auctions to find items to finish Sets, or to simply upgrade your team at a position of need.

SELL ITEMS

This is where you can list items that you no longer need. You can comb through the Auctions to see what your items typically go for and set both a Starting Bid and Buy Now Price for your Auction.

Madden Mobile

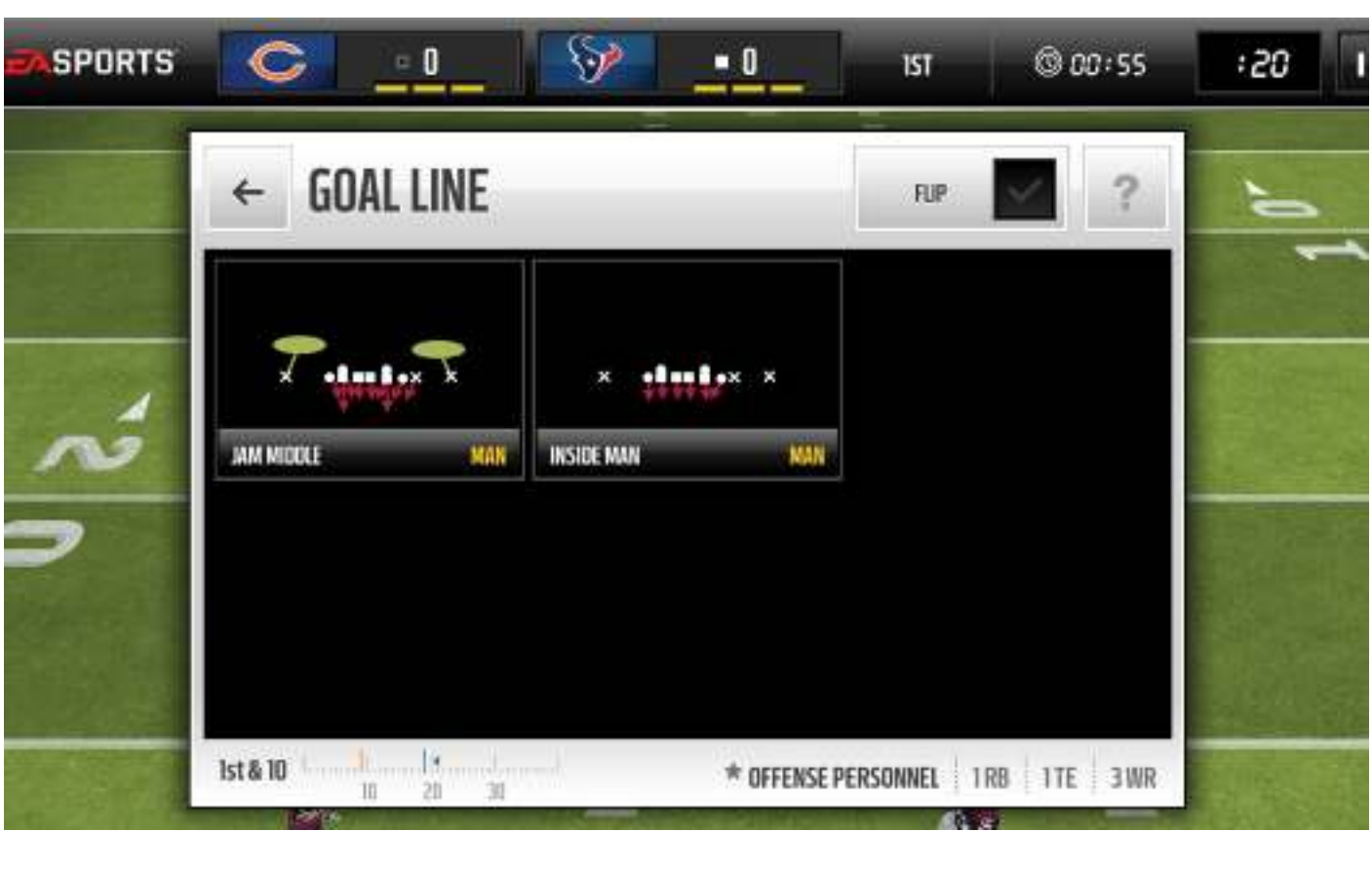
Madden NFL 17 Mobile Gameplay Tips

SCRAMBLE BUTTON

The biggest feature that players wanted this year was the Scramble feature. Too many times in *Madden NFL Mobile 16*, you would have a first down right in sight with a mobile quarterback like Cam Newton. However, there wasn't a way to get your QB to tuck the ball and run for it. This year, the scramble button makes its way into *Madden NFL Mobile 17*.

BRING THE HOUSE

Most players are probably used to the console controllers on Xbox One or PlayStation 4. If you're new to the *Madden Mobile* game, don't be afraid to bring the pain! Goal Line Inside Man brings six rushers at the QB. You'll find that this is one of the best pressure defenses in *Madden Mobile* and will have the computer AI struggling to find an open receiver!



NUMBERS PUT UP NUMBERS!

Our favorite offensive play in *Madden NFL Mobile 17* is the I-Form Pro Seam 678. This play allows you to use the brand new scramble feature to roll out and look for the corner route to a TE. If pressured, check down to the FB in the flat. If the TE is covered, set your feet and throw a bomb to your B receiver on the post route. If all else fails, tuck the ball away and pick up yards by scrambling!